OLD-SCHOOL ESSENTIALS

Demonic Grimoire

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NECROTIC GNOME

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TABLE OF CONTENTS

Introduction 5
- Prepare to Unleash Hell! 6
- In This Book 7
- Demonic Grimoire Terminology 8
- The Planes of Existence 9
- Planar Travel 10
- The Soul's Journey 11
- The Nature of Demons 12
- Demons and the Material Plane 13

PETER PAGANO

Demon Lords and Cults 15
- Avaraz, the Ice Queen 16
  - Zonth, the Ice Hell 18
  - Cults of Avaraz 20
  - Spells of Avaraz 21
- Bethgor, Father of Chains 22
  - Carcerus, the Iron Labyrinth 24
  - Cults of Bethgor 26
  - Spells of Bethgor 27
- Drazoggoth, Prince of Slaughter 28
  - Xarxus, the Eternal Battlefield 30
  - Cults of Drazoggoth 32
  - Spells of Drazoggoth 33
- Ghursag, Lord of Beasts 34
  - Gargathuul, the Savage Lands 36
  - Cults of Ghursag 38
  - Spells of Ghursag 39
- Infernus, Lord of Hellfire 40
  - Nethria, the Burning Hell 42
  - Cults of Infernus 44
  - Spells of Infernus 45
- Ooyxblix, the Faceless One 46
  - Oblivex, the Noxious Realm 48
  - Cults of Ooyxblix 50
  - Spells of Ooyxblix 51
- Phranax, the Plaguemother 52
  - Malfflesia, the Infested Swamp 54
  - Cults of Phranax 56
  - Spells of Phranax 57
- Sillith, the Spider Queen 58
  - Ulobor, the Skittering Abyss 60
  - Cults of Sillith 62
  - Spells of Sillith 63

Demonic Campaigns 65
- Religion and Cosmology 66
- Campaign Frameworks 67
  - The Demon You Know 68
  - Against the Hordes of Hell 70
  - Cold Souls 72
- Adventure Scenarios 74
- Adventure Seeds 75

Monsters 79
- General Notes 80
- Demon Ranks 80
- Magic Resistance 82
- Possession 82
- Summoning Aid (Optional Rule) 83
- Bestiary 84
  - A Monsters 84
  - B Monsters 85
  - C Monsters 88
  - D Monsters 92
  - E Monsters 93
  - F Monsters 95
  - G Monsters 96
  - H Monsters 98
  - I Monsters 100
  - L Monsters 102
  - M Monsters 104
  - N Monsters 107
  - O Monsters 108
  - P Monsters 109
  - Q Monsters 110
  - S Monsters 110
  - T Monsters 112
  - V Monsters 113
  - W Monsters 115

Characters 117
- Chaos Knight 118
- Cultist 120
- Demon Hunter 122
- Tiefling 124
- Tiefling (Race) 126
- Demihuman Class & Level Restrictions 128
- Level Titles 128
- Equipment 129

Magic 131
- Demonology 132
- Sigils 134
- Magic Circles 134
- Summoning and Banishing Demons 136
- Bargaining With Demons 138
- Demonic Familiars 142
- Turning and Commanding Evil 144

Magic Items 147
- Armour and Shields 148
- Miscellaneous Items 150
- Potions 154
- Rings 156
- Rods, Staves, and Wands 158
- Scrolls and Grimoires 160
- Swords 162
- Weapons 164

Appendices 167
- Normal Animals 168
- Demonology Side Effects 170
- Demonic Names 171
- Tables Index 171
- Monsters Index 172
- Monsters by Demon Lord 173
- Monsters by Hit Dice 174
- Demons by Rank 174
- Spells Index 175
- Magic Items Index 175
- Publishing for the Demonic Grimoire 176

SCACALOSSI

FRANK SCACALOSSI

Introduction

“Gods, what is that stench?” muttered the thief, Orrick, as he quietly pried open the door concealed behind the altar’s statue. “Are we sure this is the right way?”

Yesheelba the fighter covered her nose and peered into the darkness. She nodded. “This must be the way to those gem-stuffed vaults the oracle spoke of.” She took one last look over her shoulder at the infirmary, packed with rows of plague victims, all sleeping fitfully. She stepped through the door and onto the stairs beyond.

The others hastily followed: Orrick, then Zax the cleric, and finally Azphon the magic-user, who shut the secret door behind them, plunging the party into darkness. Knocking her staff on the floor, Azphon conjured an amber glow, illuminating a frieze-lined hall beyond. The ripe, rotting stench intensified as they advanced.

“Something is not right,” said Zax, examining the frieze. “These litanies are to someone called the ‘Plaguemother’. I think there’s more to this Church of Our Lady of Sores than we know.”

Orrick, peering through an archway at the end of the hall, suddenly gagged. Azphon shone her light through the arch. In the dim glow stood a gargantuan, maggot-like statue, festooned with glittering jewels. At its feet gaped a pit, brimming with swollen, rotting, stinking corpses.

Cautiously approaching the treasure-encrusted statue, Zax spied movement in the pit. He watched as a trio of bulbous, 4′-tall things crawled from the corpse pile. Their stick-like limbs were dwarfed by their cavernous, serrated mouths, set on oversized faces. Their eyes were hooded and blank. A corpulent woman, clad in sickly green robes and a maggot-like wooden mask, stepped from the shadows. Clutching a grimoire, she chanted words dripping with horrid power, conjuring tendrils of black energy. They slithered towards Orrick and coiled around his legs, cruelly bending and warping them. The thief fell to the ground, howling in agony, crippled.

Yesheelba charged at the robed cultist and, with a single deadly sword stroke, severed her head. Azphon hurled bolts of radiant energy from her staff at the slavering demons. Two hit home, slamming their targets back into the pit. The third fizzled abruptly, repelled by the remaining demon’s unholy aura. It dragged its blubbery body from the pit and lunged at Azphon, its deformed maw dripping ooze.

Zax and Yesheelba leapt to their companion’s defence. With mace and sword they quickly dispatched the horror and kicked its remains into the festering pit.

Zax intoned a prayer over the sobbing Orrick; slowly, the thief’s warped limbs began to mend. Yesheelba set about prying jewels from the maggot idol, while Azphon seized the dead cultist’s grimoire. Wiping blood from the tome’s black leather binding revealed the title—*Servants of the Sallow Garden*—rendered in living, pulsing pustules. Flicking through the pages, she recognised it as a *grimoire of demonology*: a foul enumeration of rituals for binding servants of the demon lord Phranax. “Fascinating…” she murmured.

“Be quick about it,” warned Orrick, now restored and eyeing the shadowy passages behind the maggot idol. His sharp thief’s ears picked up the echoes of approaching footsteps. “Something’s coming…”

LUCAS KORTE

Prepare to Unleash Hell!

A magic-user stands in the chalk outline of a circle of protection, lights the fuliginous candle, *and trusts that the appointed wards hold fast. An oily haze manifests, gradually resolving into the form of a lurching, hulking humanoid swathed in chains. Thrashing, it hurls its jangling form in vain against the walls of its magical prison. A grin twists the magic-user's face. If the demon refuses to reveal the location of the hellmouth to Carcerus, perhaps a* scroll of torment *might loosen its tongue.*

A grizzled demon hunter stalks the rainy streets, pursuing the unmistakable sulphurous odour of their quarry. They turn into a shadowed alley, crossbow drawn, and find the incubus, all lithe limbs and bat-like wings, hunched over an unconscious man in finery. They send a blessed bolt whistling into its chest, saving the victim's mortal soul.

LUCAS KORTE

A battle priest exults as the buckling doors of the ruined keep finally collapse under the weight of the gibbering, rubber-fleshed lemures. On his shoulder perches a fleshy, one-eyed lump of a creature, a sword-like blade protruding from its head. He whispers to it: "Once more, my little friend. Let us seize glory." The blagraff slithers over the priest's hand, melding with skin and bone to become a veined, hissing sword. The priest incants infernal words to set his own blood ablaze. Smiling, steaming, he raises his blade-arm and charges.

An adventuring party steals into a ritual chamber. In flickering firelight, masked priests drag human sacrifices before a flaming portal, chanting words of unholy power. One by one, the cult leader plunges the same blood-drenched dagger into each captive's heart, sending their soul screaming into the realm of the cult's master: the demon lord Infernus. Can the party stop this sinister ritual? Do they dare step through the gate and rescue the victims' souls? And what horrible evil will be summoned if the ritual is completed?

From a lone imp, harvesting bones at the bidding of its wizardly master, to the soul-choked screaming battlefields of Xarxus, demons are real and they are everywhere.

The *Demonic Grimoire* is a toolbox for demons in ***Old-School Essentials***. Slow drip demons into your dungeon's depths, or throw open the gates of hell to a campaign in the fiery pits of Nethria. All of these visions and more unfold in the pages of this infernal tome.

Everything in This Book is Optional

It is the referee's prerogative to decide which material suits their campaign and how it is used. Some referees will use everything in this book, while others will pick and choose elements that best reinforce the themes of their campaign.

In This Book

This book is a forbidden tome of demons, evil cults, and demonology to bring into *Old-School Essentials* games. Here's what lies within these pages:

Introduction: The core concepts for running games involving demons and demonology, including an overview of the planes of existence and a glossary of commonly used terms.

Demon Lords and Cults: 8 demon lords—eidolons of ultimate evil—detailed with epic-level stat blocks and their hellish domains, diabolical schemes, unholy spells, and cults in the mortal world.

Demonic Campaigns: Guidance for planning campaigns prominently featuring demons and cults, including 3 full example campaign frameworks and dozens of ideas for designing fiendish adventures.

Monsters: A bestiary of 56 hellish monsters to challenge characters of all levels, accompanied by rules for demons' special powers—magic resistance, possession, and summoning aid.

Characters: New character options for demonic campaigns, including new equipment and weapons, plus 4 new character types: chaos knight, cultist, demon hunter, and tiefling (presented as a demihuman class plus a race option).

Magic: Rules for demonology—a new form of magic that operates by research and ritual instead of spell memorisation. Any character capable of magical research can delve into demonology, scribing magic circles, summoning and binding demons, making infernal pacts, and summoning fiendish familiars.

Magic Items: A hoard of 75 new items infused with demonic magic.

What to Read First

Read the complete ***Introduction*** section, as this explains core concepts and terminology used throughout the book. Which sections are most important to read next depends on what you want from this book.

Add Demons to an Ongoing Campaign

1. ***Monsters*** (***p79***) and ***Demon Lords and Cults*** (***p15***) are good starting points to pick out some demons and cults to bring into the campaign.
2. ***Adventure Scenarios*** (***p74***) and ***Adventure Seeds*** (***p75***) provide quick ideas for demon-themed adventures.
3. ***Magic Items*** (***p147***) details a hoard of demonic treasures to add to your next adventure.

Plan a New Campaign Involving Demons

1. ***Demon Lords and Cults*** (***p15***) gives a rich overview of the demons, cults, and factions you might involve in the campaign.
2. ***Demonic Campaigns*** (***p65***) discusses different types of campaigns, including examples that can be fleshed out.
3. ***Characters*** (***p117***) and ***Magic*** (***p131***) detail ways in which players can interact with demons in the campaign, playing a demon-focused character class or delving into demonology rituals.

Appendices: Stats for various animal forms that certain types of demons can adopt, a list of example demon names, magical research twists, and a plethora of useful indexes, as well as guidelines on publishing your own *OSE* adventures and supplements for the *Demonic Grimoire*.

DEMONIC GRIMOIRE TERMINOLOGY

The following new terms are used frequently throughout this book:

Demon: Monstrous servitor of a demon lord (see below). All demons are natives of the Outer Plane (see below) ruled by the demon lord they serve.

Demon lord: Chaotic deity of especially malignant character, inimical to mortal life. Not all deities of Chaotic alignment are classified as demon lords, but all demon lords are Chaotic.

Demonology: The body of infernal magic that includes sigils, magic circles, and rituals (see ***p131***).

Devil: A flavour element used in the names of some kinds of demons—for example, bone devil (***p88***), ice devil (***p100***). "Devil" does not indicate a separate type of monster.

Familiar: A minor demon (1–2 HD) bound to the service of a spell caster, whom it attempts to corrupt. See ***p142***.

Greater demon: 6 HD or greater.

Hell (planes of): Outer Planes (see below) ruled by demon lords. Also called Lower Planes.

Land of the Dead: An endless, grey dimension into which the souls of the newly dead are first drawn. See ***p9***.

Lesser demon: Less than 6 HD.

Magic circle: A chalk-inscribed ward meant to bind a demon or protect a caster from one. See ***p134***.

Magic resistance: The innate ability of denizens of the Outer Planes (see below) to resist harmful magic. See ***p82***.

Material Plane: The normal world that PCs hail from and where most adventures take place. See ***p9***.

LUCAS KORTE

Mortal: Living native of the Material Plane (see above).

Outer Planes: Exotic dimensions ruled over by deities. Entry to Outer Planes is usually only possible via the Land of the Dead (see above). The souls of the dead are drawn to the Outer Plane of the deity most closely matching their creed and deeds in life. See ***p9***.

Ritual: A series of occult gestures, chants, and incantations that bring about a magical effect. Unlike spells, rituals do not need to be memorised and do not count towards a caster's spells per day. See ***p133***.

Sigil: Complex, arcane inscriptions that grant power over demons. One sigil exists for each type of lesser demon and for each individual greater demon. See ***p134***.

Soul: The consciousness and vital spark of a person, separated from the body after death, whence it drifts to the Land of the Dead (see above) and beyond. See ***p11***.

THE PLANES OF EXISTENCE

Beyond the world of everyday life and adventure are a vast multitude of dimensions known as the ***planes of existence***. A small number of standard ***OSE*** spells and monsters refer to these other planes. For example, *conjure elemental* opens a gateway to an elemental plane and summons forth a native of that realm to serve the caster. Each plane is a physically separate dimension operating by its own rules of nature and magic. The most important planes for the purposes of this book are discussed here.

The Material Plane

The normal world of humans, demihumans, and most ***OSE*** monsters. Most adventures take place in the Material Plane.

The Outer Planes

The deities worshipped by mortals each rule over their own plane of existence, known collectively as the Outer Planes. They are inhabited by exotic beings that serve the ruling deity and are of form and nature matching their ruler's temperament and creed. Outer Planes ruled by demon lords—sometimes called the Lower Planes or the planes of hell—are described in ***Demon Lords and Cults, p15***.

The Land of the Dead

Between the Material Plane and the Outer Planes sits the Land of the Dead, an endless, grey dimension of mists, marshes, rivers, and bleak oceans into which the souls of the newly dead are drawn. Mortals know this plane by different names, including the Astral Plane, Limbo, the Spirit World, and many others.

Planar Structure

The exact structure of the planes of existence and how they relate to one another is not defined here, as it is usually not relevant to play. If it does become relevant, the referee should decide what makes sense for their campaign. Planes may exist completely independently of one another, or some planes may form sub-regions or layers of a larger plane. For example, in the cosmology of *AD&D*, each demon lord rules over one or more of the 666 layers of a wider plane called the Abyss.

Gates to the Outer Planes

Dotted throughout the Land of the Dead are gates to the domains of all known deities. Such gates are usually guarded by minions of the corresponding deity, whose reaction to wandering souls varies. It is via these gates that souls are brought into the deity's plane, either as worthy servants or captives. The gates also serve as exits, whereby denizens of the Outer Planes can enter the Land of the Dead.

The Lords of Death

A small number of deities keep a domain within the Land of the Dead, rather than in a separate Outer Plane. These deities are known as the Lords of Death and jointly rule over the Land of the Dead, governing disputes over the ownership of souls and other matters.

Further Information

The Land of the Dead and its denizens and rulers will be discussed in greater detail in the ***Old-School Essentials*** *Necrotic Tome*—a supplement delving into necromancy, death, and the undead.

PLANAR TRAVEL

Travel to other planes of existence requires perilous journeys or great magic. The most commonly used means of planar travel are discussed here.

Magic Items

The following items can be used to travel between planes: *cubic gate* (***p151***), *ring of the hells* (***p156***).

Demonic Pacts

A summoned greater demon can be coerced to transport characters to the Land of the Dead or the demon's plane of origin. See ***Bargaining With Demons, p138***.

DAVID HOSKINS

Portals and Gateways

If the referee wishes, physical entrances or permanent magical portals to other planes of existence might be found in far-flung regions of the Material Plane. Characters may hear of such wondrous sites in myth and legend and make the arduous journey to reach and pass through them.

Magical portals: Created by ancient cultures or powerful magic-users, enabling instantaneous travel to another plane of existence. Some portals operate in both directions, while others are one-way.

Underworld gates: Gateways allowing physical travel to the Land of the Dead. Underworld gates are often warded by perilous magic and servants of the Lords of Death (***p9***). Adventurers might seek underworld gates to rescue the soul of a deceased companion. Denizens of the Land of the Dead (including demons and souls of the deceased) may use them to enter the Material Plane.

Hellmouths: Gateways leading directly between the Material Plane and a demonic Outer Plane, without passing through the Land of the Dead. Some hellmouths are sealed or carefully guarded by the forces of civilisation, while others allow free transit to those who dare. Certain demonic planes even scheme to wage war upon the Material Plane, mustering vast armies to spill forth from a hellmouth.

THE SOUL'S JOURNEY

When a person in the Material Plane dies, their soul drifts from the physical body and travels to the Land of the Dead.

Arrival in the Land of the Dead

The location at which a deceased person's soul manifests in the Land of the Dead depends on their deeds in life.

The devout: Souls truly devoted to a deity and their creed manifest at the gate to that deity's plane. They are usually granted entry to the domain by the gate-wardens, though the form of welcome they receive varies greatly by deity.

Victims of sacrifice: The souls of those sacrificed in the name of a deity manifest at the gate to that deity's plane, where they are typically captured and dragged within. Souls truly devoted to another deity have a chance to avoid this fate, instead manifesting in the courts of the Lords of Death, at the centre of the Land of the Dead. Here, emissaries of the deities vie for the contended soul.

Others: The souls of those of lesser or no religious conviction are drawn to the deity whose ideals closest match their deeds in life, manifesting in the vicinity of the gates to that deity's plane. Thence they may wander towards the gates; if not, they may become lost in the Land of the Dead or be waylaid by the denizens of that grey realm.

Deceased Souls

Souls in the Land of the Dead and the Outer Planes initially appear much as they did in life. Over time, however, many are slowly changed by the nature of the plane where they dwell. Souls that linger in the Land of the Dead gradually become grey and undifferentiated, while those resident in an Outer Plane may be altered by the plane's temperament or elevated into true denizens of that plane (e.g. demons, in the Lower Planes).

Death of a soul: Combat, damage, and death are handled normally in other planes. If a soul is killed, it is forever extinguished, though the magic of certain Outer Planes prevents this. For example, souls in the hellish plane of Gargathuul (***p36***) are reincarnated over and over, to be hunted and devoured for eternity.

Undeath

Intelligent undead are formed when a soul resists the call to the Land of the Dead upon death and lingers in the Material Plane. This can occur when a person of exceptionally strong will has unfinished business that prevents their soul from passing on. The souls of those slain by certain types of undead (e.g. wights, vampires) are also trapped in the Material Plane, becoming undead minions of the monster that killed them.

LUCAS KORTE

THE NATURE OF DEMONS

The *OSE Referee's Book* contains a hefty bestiary of monsters, from ghouls to dragons to mighty sea serpents. While many of these creatures are hostile to adventurers, few approach the fundamental evil of demons. Natives of the planes of hell, demons—and their masters, the demon lords—are expressions of ultimate evil, utterly inimical to mortals and hateful to their core.

Demons exist in near-limitless kinds, each exhibiting its own particular flavour of malice and found only in a specific plane of hell, in the service of that plane's ruler. The *Demonic Grimoire* bestiary (***p84***) describes the most commonly encountered denizens of the Lower Planes, but many more are said to exist in obscure reaches of hell.

Common Characteristics

The behavioural traits and wicked tastes of each kind of demon vary (as noted in their monster descriptions), but the following characteristics are common to all kinds. (These traits are discussed in more depth in ***Monsters, p79***.)

Ranks: Demons are classified into three ranks, determined by their Hit Dice: lesser demons (lower than 6 HD), greater demons (6 HD or higher), and demon lords (20 HD or higher). Demons of each rank possess certain traits in common, as described on ***p80***.

Alignment: As manifestations of universal malice, demons are inherently Chaotic.

Unholy: Holy water is harmful to all demons.

Magical nature: As natives of the Outer Planes, demons are beings of exotic magic. Many possess innate magical powers that they can use at will. Many also have an innate resistance to magical attacks (***p82***), shrugging off mortal spells that dare accost them.

Language: All demons speak a common Demonic tongue, with different dialects existing in each plane of hell.

Role-Playing Demons

Each type of demon has its own behavioural traits and desires, as noted in its monster description. Additionally, the referee should bear the following in mind when role-playing demons.

Superiority: As natives of the Outer Planes, demons regard themselves as inherently superior to humans and demihumans. They resent dealing with lesser beings and are incensed if treated as an equal or inferior.

Wariness: Demons are wary of one who has knowledge of their sigil, as this device grants great power over them. Whenever possible they will seek to destroy all written forms of the sigil and slay those with knowledge of it.

Treachery: Even when bound to a pact, demons are utterly selfish and seek to further their own agenda above all. They will twist the wording of pacts to their advantage, wherever possible.

Cooperation: When treating with a summoned demon, characters may be able to establish an ongoing working relationship. This is only possible if the services requested by the summoner directly play into the demon's own goals (or those of the demon lord it serves) and if the demon is richly rewarded and treated with great deference.

DEMONS AND THE MATERIAL PLANE

While demons can freely roam their demon lord's plane and can enter the Land of the Dead, the Material Plane is normally inaccessible to them. The most common means by which they interact with the Material Plane are as follows.

Dreams and Visions

All deities have the power to contact and influence people in the Material Plane by sending visions, often in the form of dreams.

Intermediaries: Such communion usually transpires via an intermediary minion, rather than directly from the deity themselves.

Function: Demons commonly use this power to send missives to devout followers and to make contact with evil persons, tempting them to further evil and eventually service of a demon lord.

Speaking a Demon's Name

All demons have common names by which they can be addressed (see ***Demonic Names, p171*** for some examples). Speaking a demon's name out loud has a 5% chance of attracting its attention.

Reaction: A demon who notices its name being spoken may choose to appear in the presence of the one who invoked it for 2d6 rounds. Demons thus summoned typically try to kill or capture the one who spoke their name. After 2d6 rounds have passed, the demon is drawn back to its plane of origin.

Discovering names: Demons' names are not widely known in most cultures, but may be found in grimoires (see ***p160***) or revealed in a dream or vision.

Possession

Greater demons can attempt to possess other beings, taking control of their bodies and actions. This requires the demon to be physically present within 120′ of the victim. Possession is a common tactic of demons in the Material Plane who wish to avoid detection. See ***Possession, p82***.

Demons' Sigils

In addition to a common name, greater demons each have a magical sigil that uniquely identifies them. A sigil also exists for each type of lesser demon.

Discovering sigils: Demons' sigils are obscure occult knowledge only found in grimoires (see ***p160***) or by magical research (see ***p134***).

Secrecy: Demons' sigils are carefully guarded, as they grant great power over a demon. A demon who becomes aware of a grimoire or research notes containing their sigil will do everything in their power to destroy the offending item.

Summoning Rituals

While speaking a demon's name can summon it to the Material Plane, the safest way of dealing with demons is the use of summoning rituals. When performed correctly, a summoning ritual grants the caster a degree of control over the demon, allowing risky but potentially profitable bargains to be made. See ***Summoning and Banishing Demons, p136***.

Returning to Hell

Demons have no innate ability to travel from the Material Plane back to their plane of origin. While a properly bound demon (see ***p138***) will vanish once its task is complete, recklessly summoned demons can become stuck on the Material Plane, free to wreak havoc.

STIKKER

DEMON LORDS AND CULTS

Demon lords are Chaotic deities of supreme malevolence who aim to subjugate or destroy the Material Plane. This section details eight demon lords.

Avaraz, the Ice Queen (*p16*): Wishes to halt history and hoard the memories of all living things. **Plane:** Zonth, the Ice Hell.

Bethgor, Father of Chains (*p22*): Seeks to spread torture and control throughout the multiverse. **Plane:** Carcerus, the Iron Labyrinth.

Drazoggoth, Prince of Slaughter (*p28*): Aims to destroy all life and Law. **Plane:** Xarxus, the Eternal Battlefield.

Ghursag, Lord of Beasts (*p34*): Seeks the destruction of civilisation and the melding of humanoid and beast. **Plane:** Gargathuul, the Savage Lands.

Infernus, Lord of Hellfire (*p40*): Desires absolute control of all reality. **Plane:** Nethria, the Burning Hell.

Ooyxblix, the Faceless One (*p46*): Wishes to dissolve the universe into nothingness. **Plane:** Oblivex, the Noxious Realm.

Phranax, the Plaguemother (*p52*): Aims to devour the material world in plagues and rot. **Plane:** Malfflesia, the Infested Swamp.

Sillith, the Spider Queen (*p58*): Desires to secretly usurp the rule of Law. **Plane:** Ulobor, the Skittering Abyss.

Customising the Game

While the 8 demon lords detailed in this book cover a range of iconic evil archetypes and are present in many settings, the referee decides which exist in their game. They may decide some do not exist in their setting, in order to reinforce the desired campaign flavour or to integrate with their campaign's pantheon or cosmology. Likewise, the referee may create additional demon lords, following the examples of those described here.

Clerical Spell Casters

Like all deities, demon lords crave the adulation of mortals and can grant divine spells to devoted worshippers. Any class capable of casting clerical spells (e.g. standard clerics, chaos knights—see ***p118***, cultists—see ***p120***) can be a follower of a demon lord, as long as they are of Chaotic alignment.

Spells: Each demon lord has a list of new spells they can grant to followers. These replace certain spells on the standard cleric spell list.

Cleric weapon restrictions: The weapon restrictions listed for each demon lord's cult apply only to clerics, replacing the standard "blunt weapons only" holy doctrine. They do not apply to other demon-worshipping divine spell casters (e.g. chaos knights, cultists), though characters of other classes may favour these weapons.

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AVARAZ, THE ICE QUEEN

Demon goddess of ice, preservation, and stasis. Avaraz sees creation as a book without an ending, an overlong tale denied meaning by its own stubborn, pointless meandering.

Avaraz seeks to halt history and perfectly preserve the world in sheets of ice: an empty museum of lost civilisations. By her influence, winters grow colder and longer. Her worshippers herald the final winter's coming. Gods of life, death, and undeath oppose Avaraz; they see the stasis she embodies as an affront to the natural order of the world.

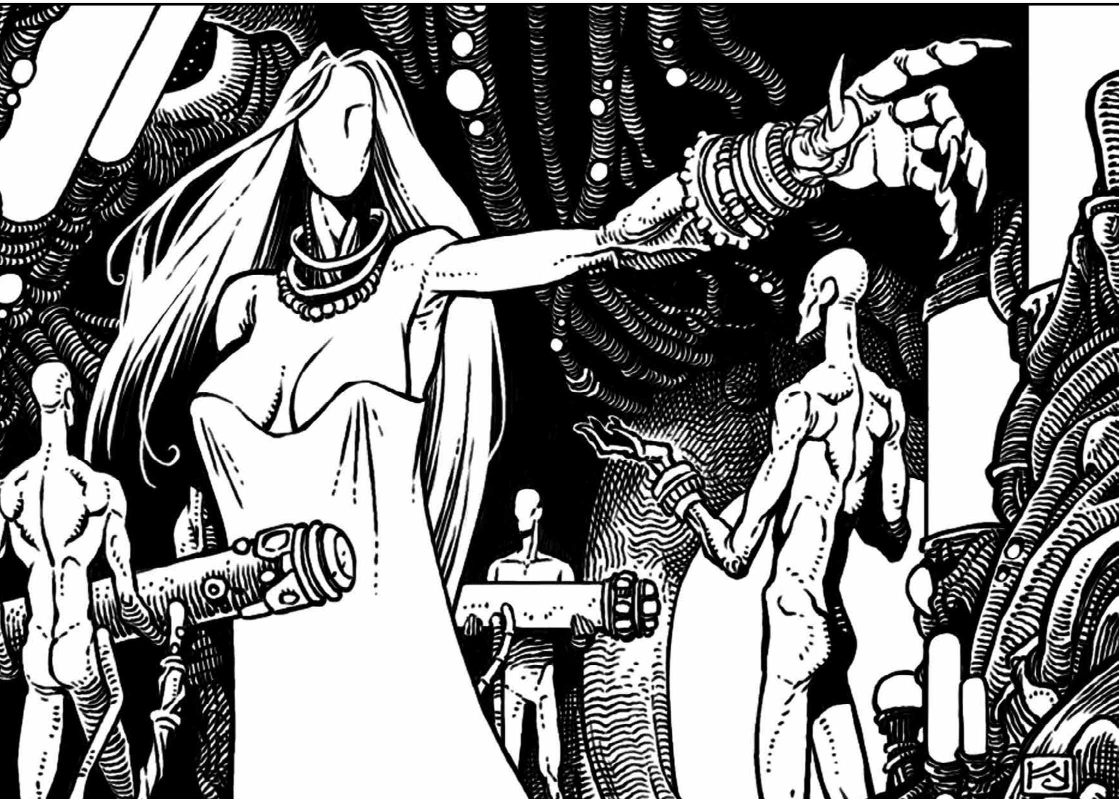
Associations: Cold, crystals, ice, owls, salt, silver, snow, the colour white, winter.

Depiction: Usually depicted as a slender, regal woman in a white gown, with flowing silver hair. Also seen as an enormous white owl with unnaturally long legs, crowned in jagged ice.

Domain: The ice hell of Zonth, also called "the Frozen Library". A snowbound world where memories, creatures, cultures, and entire lost lands are perfectly preserved in ice. See ***p18***.

Holy symbol: A snowflake of cast iron or obsidian.

> "A book without an ending is ramble without meaning. This world strains, bloated with the weight of its history, begging for exegesis. Close the book. Place it on its fated shelf."
> — from *The Hagiographer's Sermon*.



Avaraz (Demon Lord)

A 9′ tall, slender woman with blue skin and a blank, featureless face, dressed in a shimmering garment of ice and snow—the *Hoarfrost Robe*. Her long white hair swoops to the floor and trails behind her like the train of a gown; when Avaraz moves, it flows like water and freezes in mid-air when she stops.

AC -3 [22] **HD** 24******** (110hp) **Att** Ice javelin (2d6+2 + freezing) or freezing blast or magic **THAC0** 5 [+14] **MV** 120′ (40′) / 150′ (50′) flying **SV** D2 W2 P2 B2 S2 (36) **ML** 11 **AL** Chaotic **XP** 25,250 **NA** 1 (1) **TT** G + M

- **Demon lord traits:** See ***p81***.
- **Magic resistance:** 70% (see ***p82***).
- **Cold immunity:** Unharmed by cold.
- **Entropic aura:** All creatures within 30′ of Avaraz are slowed, moving and acting half as quickly as normal: maximum movement rates are halved, and subjects can only attack, cast spells, or perform other actions every other round. *Haste* counteracts this effect.
- **Ice javelin:** Avaraz can conjure a spear of ice at will and throw it at a target within 120′. In addition to damage, the victim must **save vs paralysis** or be frozen (paralysed) for 2d4 turns, crusted in rime.
- **Freezing blast:** A cone of cold, 80′ long, 30′ wide at the end, inflicting 10d6 damage to all inside (**save versus breath** for half).
- **Magic powers:** May use one power each round. Cannot be disrupted.
    - **a. Stasis:** A creature or object Avaraz touches (requires a melee attack roll in combat) is placed in temporal stasis, frozen in a permanent casing of impenetrable ice. The target does not age or deteriorate. Living victims remain aware, locked in their own thoughts. Victims can be released by Avaraz or by *remove curse*.
    - **b. ESP:** Can read the thoughts of living creatures within 60′.
    - **c. Magic-user spells:** *Sleep*, *mirror image*, *wizard lock*, *wall of ice*, *geas*.
    - **d. Summon servitors:** 3 cryogons (***p90***), 2 death clouds (***p92***), or 1 ice devil (***p100***)—Avaraz's choice.
- **Slaying:** Avaraz can only be permanently destroyed if slain in Zonth and her frozen heart—locked away at the top of the Tower of Memory (***p19***)—shattered within 24 hours.

Hoarfrost Robe

An elegant garment made of delicate, unmelting sheets of ice and trimmed with snow and frost. It is adorned with 101 scintillating crystals which hold frozen visions of the past.

Invisibility: The wearer can become invisible at will in areas of ice or snow. If the wearer attacks or casts a spell, the invisibility is broken.

Flight: The wearer is untethered from gravity, able to levitate and fly at a rate of 150′ (50′) at will.

Time stop: Once per day, the wearer can halt the flow of time, freezing everything but themselves in a single moment. This effect lasts for 1d4+1 rounds, during which only the wearer can move, perceive, think, or act.

Crystals: Known as the Tears of Avaraz, these crystals hold some of the demon goddess's most precious memories, which can be viewed by peering inside them. Each crystal is worth 100gp if extracted.

KENNON JAMES

Zonth, the Ice Hell

Stolen remnants of lost history stand encapsulated in ice within this inhospitable, snowbound world, also called "the Frozen Library". Memories are currency here, and souls' minds are indexed and interred into icy vault-like towers.

Cold: Brutal arctic temperatures take a toll on mortal travellers in Zonth, inflicting 1 damage per turn. Wearing heavy furs reduces this to 1 damage per hour.

Denizens

Tzarois (*p113*): These diminutive demons aid in scribing and filing archival memory fragments of historical importance. Naturally curious, tzarois are drawn to new information and experiences and will engage in petty cruelties for the sake of seeing what happens.

Cryogons (*p90*): Living blocks of ice that animate into humanoid form to fulfil a single objective tasked to them at the time of their creation. Cryogons can lie in wait for centuries.

Death clouds (*p92*): Flocks of drifting, lonely, intangible dead souls. They float cloud-like towards warm-blooded creatures, inadvertently killing them with icy embraces.

Frozen archivists (*p96*): Elongated humanoid archivists in Avaraz's service. Their needle-like fingernails can physically pluck information from a frozen creature's brain and etch it onto a sheet of ice to be filed away in the Frozen Library.

Ice devils (*p100*): Infinitely patient enforcers of the Frozen Library who ensure that its relics go unmolested. Often encrusted in ice and snow accumulated during their eternal vigils, making them hard to spot.

Other denizens: Frost salamanders nest in the vast snowfields of Zonth. White dragons roost in the eaves of frozen Reria (*p19*). Frost giants sometimes form war parties, attempting to seize Zonth, the land they consider their birthright, though even the mightiest cannot endure the relentless cold. Their corpses are layered and hammered into Zonth's many towers like shingles.

Entrance From the Land of the Dead

Morvana Pass: A narrow passage between two prodigious, sky-scraping glaciers, from which a terrible freezing wind howls, its piercing whistle heard from miles away. Reflections in the mile-long tunnel of mirror-like ice show countless forlorn souls who died here, now trapped in the frozen mirror for eternity. All who enter must **save versus death** against the terrible buffeting winds or join the mirror's numbers. However, trespassers who whisper a secret are granted safe passage. The secret then appears in golden writing on the mirror's walls and is delivered swiftly to Avaraz's ears.

Locations

Snowplains: Hundreds of miles of frozen tundra form a perimeter around Zonth. Brutal subzero temperatures, unceasing winds, death clouds, frost salamander nests, and lurking ice devils prey upon uninvited trespassers to Avaraz's domain.

The Ocean Primordia: The snowdrifts of the plains slowly yield to sprawling sheets of ice and great crashing waves flash-frozen in place. This stilled ocean stretches for hundreds of miles, imprisoning ancient life snatched by Avaraz since the dawn of time.

The Breaching Eye: What, from a distance, appears to be an island on the Ocean Primordia is, in truth, a mile-long behemoth bulging from beneath the sea's

TONY HOUGH

crust of ice, nearly breaching it. This frozen being peers at trespassers with an unblinking, cyclopean eye, inspiring fevered madness in those who meet its glare.

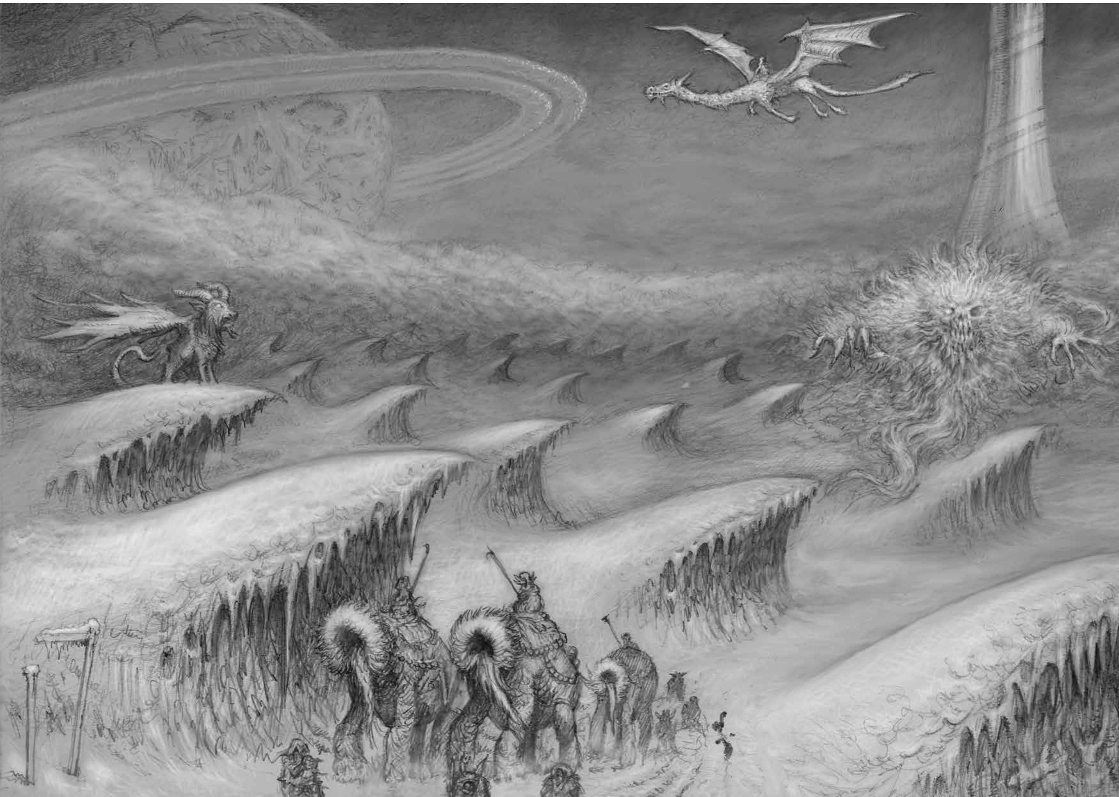
Reria: An entire lost island city-state, thought to be sunk beneath the waves in the Material Plane, preserved in a thin crust of perfect blue ice. Reria's sorcerer-kings sold their country's soul to Avaraz in a last-ditch bid for immortality. Its buildings, citizens, flora, and fauna now stand frozen in time. Legendary heroes, powerful relics, lost magic, and staggering treasure hoards rest in icy stasis. Ice devils and white dragons patrol its avenues and nest in its balconies.

Libraries: Myriad towers where intelligent creatures from the entirety of history are frozen, indexed, and stored in endless stacks of icy, tubular coffins. Demon librarians access memories in a gargantuan archive of stolen knowledge.

The Tower of Memory: The largest library. A skyward-stretching citadel. Avaraz herself wanders the stacks, languidly plucking purloined memories to review. At the tower's guarded summit sits Avaraz's frozen heart—its destruction would mean her end.

Souls

Souls claimed by Avaraz are placed in stasis and filed in the lower levels of the Tower of Memory. They remain self-aware but isolated, prisoners of their own memories. Dead souls faithful to Avaraz in life may be rewarded with spirit sundering—the separation of their cognition from their physical form. Allowed to observe the vast frozen world (but unable to physically interact), these lonely ethereal presences drift across the fields of Zonth like winds, sometimes freezing together to form death clouds.



CULTS OF AVARAZ

Cults of Avaraz attract historians, collectors, and treasure hunters for the promise of lost knowledge. These zealots cling to the mantra “what has happened is more important than what will happen” and utilise amoral means to obtain secret knowledge as offerings to their demon queen.

Isolated communities in wintry climates may worship Avaraz for self-preservation. In such places, the perpetually disoriented residents exist in a torpor, having offered their own memories in exchange for surviving the inhospitable winters. They offer little comfort to travellers and are typically warded by a protector demon.

As Avaraz’s influence grows in an area, the local climate grows gradually colder. Although Avaraz will ease the physical pain of habitating in cold climates, worshipping her only deepens the winter’s chill.

Initiation

Initiates are placed in ice-filled coffins and subjected to a series of rapid-fire, often repetitive questions about their lives, while a cult sage records the answers. Failure to reply “sufficiently” results in extended cold isolation in the sealed coffins.

Hierarchy

Initiates are called Scribes: low-ranking foot soldiers and minions who engage in cult-sanctioned kidnappings, burglary, and tomb robbing in the name of information preservation. Elder followers, called Collectors, are blessed with ice magic; they fill frozen dungeons with artefacts, lore, and captives. They conduct fell ceremonies to bring darker nights and colder winters.

Clerical Spell Casters

Clerics and other adventurers devoted to Avaraz are treated as follows.

Holy garb: A full-finger ring with a sharpened point, made from iron or silver (15gp). Once able to cast 1st level spells, a worshipper may wear a white, featureless mask (50gp). Once able to cast 3rd level spells, a worshipper may wear a white diamond necklace or brooch (500gp).

Cleric weapon restrictions: Dagger, javelin, spear, staff.

Prayer: Worshippers must pray for spells while submerging their hands in a shallow bowl of water. In the moment that the spell is granted, the water in the bowl freezes, and the worshipper must painfully bash their fingers loose from the ice.

Strictures: Worshippers cannot spark fires, hold torches, or manipulate flame for the purpose of destruction.

Alternative Spells

Frozen heart: 1st level, replaces *purify food and water.*

Freezing breath: 2nd level, replaces *speak with animals.*

Cold embrace: 3rd level, replaces *growth of animal.*

Ice storm: 4th level, replaces *speak with plants.*

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Chill skin.
- **2nd level spells:** Exhaled breath is no longer visible in the cold.
- **3rd level spells:** Skin and eye whites take a blue pallor.
- **4th level spells:** Frost forms on clothing and held items.
- **5th level spells:** Body represses unwanted reflexes (twitching, wincing, etc.).

Spells of Avaraz

Frozen Heart

1st level cleric spell
Duration: 1 round per level
Range: 30′

Freezes the emotions of a living subject, making them incapable of any strong feelings if they fail a **save versus spells**.

Aggression: The subject is rendered non-violent for the duration, unable to attack or make any aggressive action.

Breaking: If the subject is attacked, the spell is broken.

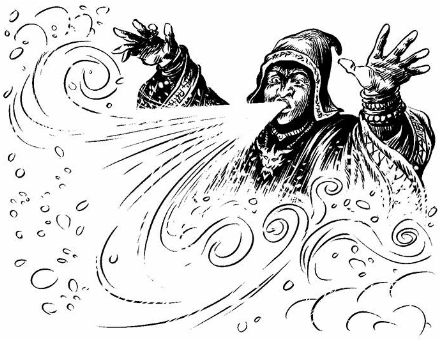
Freezing Breath

2nd level cleric spell
Duration: Instant
Range: 10′

The caster breathes out a 10′ cube cloud of magical frost.

Effect: Creatures caught in the area must **save versus paralysis** or be slowed for 1d6 rounds: half movement rate, only able to attack or perform other actions every second round.

Water: The caster's breath can freeze up to 10 cubic feet of water.



PETER PAGANO

Cold Embrace

3rd level cleric spell
Duration: Permanent
Range: Touch

A touched creature or object is placed in temporal stasis, frozen in a permanent casing of solid ice. In combat, a melee attack roll is required.

Saving throw: Creatures may **save versus paralysis** to avoid the spell's effects.

Effects: The subject does not age or deteriorate. Living victims cannot move or act, but remain aware, locked in their own thoughts.

Destroying the ice: It can only be damaged by magic and magic weapons. It has an AC of –1 [20] and 30 hit points. Outside of combat, the ice can be destroyed in 1 turn (no attack rolls required). Destroying the ice releases the victim, ending the spell.

Dismissing: The caster can end the spell at will, releasing the subject.

Ice Storm

4th level cleric spell
Duration: Instant / 1 round per level
Range: 120′

This spell has two usages (chosen when cast):

1. **Hail:** Large hailstones bombard a 40′ diameter area. Creatures caught in the area suffer 3d10 damage, with a successful **save versus spells** indicating half damage.
2. **Sleet:** Freezing rain and snow fall onto an 80′ diameter area for 1 round per level of the caster, extinguishing exposed flames and coating the ground with slippery ice. When moving through the affected area, creatures move at half speed and must **save versus paralysis** each round or fall to the ground.

BETHGOR, FATHER OF CHAINS

Demon god of incarceration, torture, and agony. Paradoxically, Bethgor is known as both “The Gaoler” and “The Prisoner”; his chains create a web of incarceration that he himself inhabits. As avatar of subjugation and pain, Bethgor makes no distinction between captor and captive—both are holy roles by which his followers may commune with the divine.

Though falsely associated with justice and punishment, Bethgor truly seeks to spread torture and control over all of creation regardless of wrongdoing.

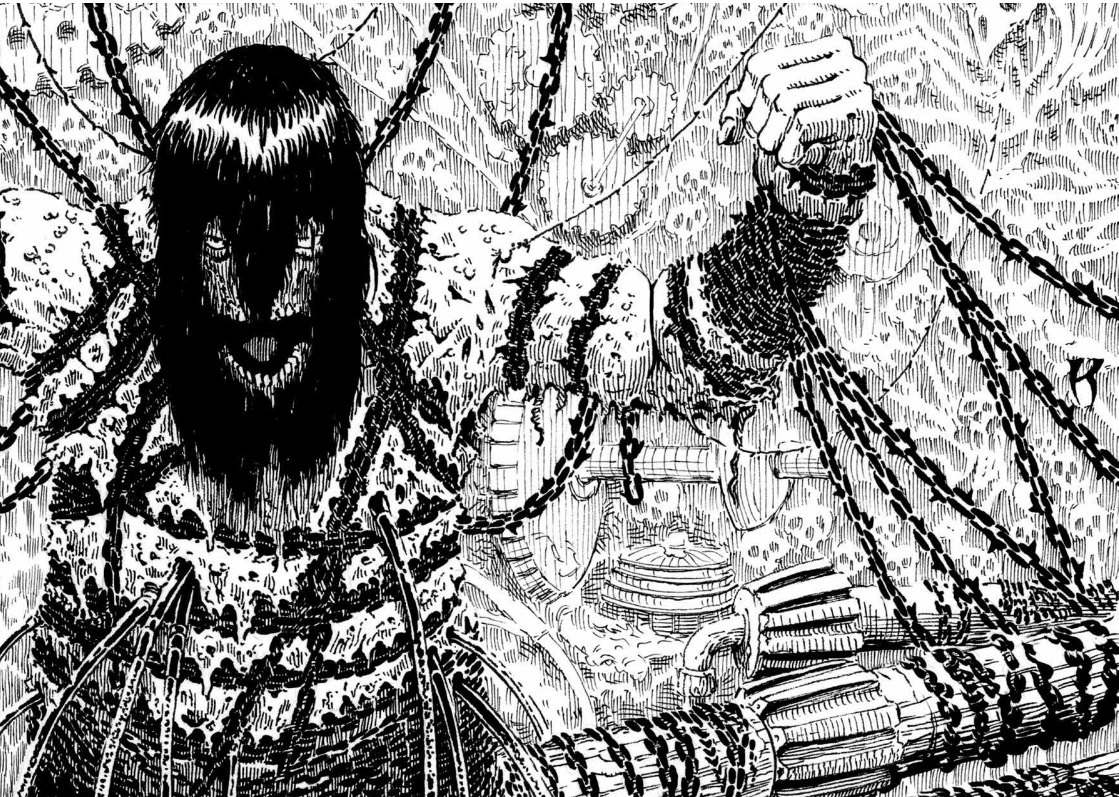
Associations: The colour black, blood, chains, iron, kennels, pork broth, prisons, torture, whips, wormwood.

Depiction: A flayed human corpse, its limbs in chains. Sometimes depicted as multiple disembodied arms reaching desperately out from cracks in a wall or floor.

Domain: Carcerus, the Iron Labyrinth, a seemingly endless prison-maze of traps and cells, where the souls claimed by Bethgor are imprisoned and tortured (and subsequently imprison and torture others) for eternity. See ***p24***.

Holy symbol: Uplifted hands, carved of wood, bound in iron shackles.

“Pain beyond flesh, pain beyond mind, pain beyond spirit.”
— Bethgor cult chant.



Bethgor (Demon Lord)

A brutish, slouching man, 15′ tall, with raw, swine-like flesh swaddled in a rotating spiderweb of chains, grinding his skin to shreds. His wrists are wrapped with the accursed *Shackles of Bethgor*, and blood continuously pours down his limbs into foetid pools. Bloodshot eyes peer from behind matted strands of long black hair.

AC 0 [19] **HD** 26******* (160hp) **Att** 4 × chains (2d8 + pummel) or magic **THAC0** 5 [+14] **MV** 90′ (30′) **SV** D2 W2 P2 B2 S2 (36) **ML** 12 **AL** Chaotic **XP** 26,500 **NA** 1 (1) **TT** H + L + N + O

- **Demon lord traits:** See ***p81***.
- **Magic resistance:** 70% (see ***p82***).
- **Aura of blood:** Anyone within 10′ of Bethgor is spattered with his accursed blood. Whenever Bethgor takes damage, anyone sullied with his blood must **save versus spells** or suffer 1d6 damage from his projected psychic suffering. The blood can only be removed by holy water or *remove curse*.
- **Chains:** Can attack targets within 20′.
- **Pummel:** If a victim is hit by two or more chain attacks in the same round, they are dragged within Bethgor's reach and pummelled for an extra 3d8 automatic damage.
- **Magic powers:** May use one power each round. Cannot be disrupted.
    - **a. Magic-user spells:** *Wizard lock*, *hold monster*, *wall of stone*.
    - **b. Imprisonment (3 times a day):** Bethgor curses a victim within 90′, who must **save versus spells** or be condemned to eternal imprisonment within an endless void. Only with Bethgor's permission or a wish can such victims be restored.
    - **c. Summon servitors:** 2 erinyes (***p94***), 1 barbed devil (***p86***), or 1 chain devil (***p89***)—Bethgor's choice.
- **Slaying:** Bethgor can only be permanently destroyed if slain in Carcerus and the chains wrapped around his body then severed, a feat which requires the blade of a *holy avenger* sword.

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The Shackles of Bethgor

A pair of magical bracers made from snaking chains of black iron that wrap around the wearer's forearms, piercing their flesh with their wicked barbs.

Curse: Once donned, the *Shackles* cannot be removed unless the wearer dies.

Protection: The *Shackles* grant an AC of 0 [19]. If worn with armour, they grant no AC benefit.

Unbreakable grip: Held items cannot be pulled from the wearer's hands by any means.

Anchoring: The wearer cannot be moved against their will. This includes magical teleportation effects.

Dimensional chaining: Creatures within 30′ of the wearer using effects of teleportation or dimensional shifting must **save versus spells**. On a failure, the effect is nullified, and the creature suffers 2d6 damage as they are rent with psychic chains.

> "I offer You their screams, so that my plea may be heard. I offer You their blood, so that Your thirst may be quenched. I offer You their flesh, so that mine may be spared. O Bethgor, show my victims true pain, and cast Your chains about them. For Yours is the whip that draws truth from suffering, Yours is the chain that binds my soul."
>
> — The Torturer's Prayer.

Carcerus, the Iron Labyrinth

A gargantuan dungeon of squalid prison cells, blood-drenched torture chambers, fiendish traps, and oppressive, esoteric machinery. Each of its levels is at once claustrophobically cramped and infinite in dimension. Throughout, iron chains drip like blood from gouges in the Labyrinth's stone walls and lace the ceilings like veins. Distant screams, scraping metal, and the stamping of heavy footfalls echo through every hall.

Eternal suffering: Only magic can truly kill a creature in the Iron Labyrinth. Wounds that would reduce a creature's hit points to 0 or below merely render them inert (but aware) for 24 hours. Mortals who willingly trespass into this hellish realm often find themselves unwilling, eternal prisoners.

Denizens

Watchers (*p115*): The eyes of Bethgor, periodically plucked from his head and gifted with sentience. They act as lookouts, casting their paralysing gazes over potential escapees.

Iron martyrs (*p102*): Souls subjected to centuries of torture who have transcended their forms to become living avatars of ecstatic pain and forbidden wisdom. Iron martyrs revel in the energy of their own scourging, later using it to bolster the vitality of others they choose.

Erinyes (*p94*): Winged demons and emissaries of Bethgor. Their purpose is to ensnare lost souls with their entangling ropes and deliver them to the Iron Labyrinth.

Barbed devils (*p86*): Tireless prison guards of Bethgor's panopticons. The act of observing a captive prisoner is a sumptuous feast for a barbed devil.

Chain devils (*p89*): Hulking figures swathed in the chains that give them their title, these master torturers are as adept at mental torture as they are with flesh-work.

Bone devils (*p88*): Bethgor's favoured torturers and informers. Their long, barbed tails snap forward to wound and poison their quarry. Their magical devilry can coax fears and confessions from their victims' shattered minds.

Calcabrinas (*p88*): Enormous, hissing iron steamrollers on humanoid legs. These crushing beasts roll through the halls of the Iron Labyrinth, prompting prisoners to seek the safety of prison cells.

Other denizens: Hook beasts stalk the halls of Carcerus and dwell in nests of chains. Zombies serve as clerks and accountants, clumsily processing the endless record-keeping of the byzantine prison.

Entrance From the Land of the Dead

Cladmaw Castle: A massive black stone keep—surrounded by a moat of churning blood and bobbing teeth—marks the entrance to the Iron Labyrinth. Sizzling, stinking braziers burn rendered human body fat and illuminate the scorched earth of the surrounding Land of the Dead. Platoons of barbed devils march endlessly along the perimeter, ensuring that all visitors are permanent.

Locations

The Prison Pit: A chain-lined sinkhole that connects the courtyard of Cladmaw Castle to the first 5 levels of Carcerus. Each and every new soul is lowered by winch in an iron-banded capsule down into the prison realm. The Pit is lined by hook beasts, who dangle malevolently in hanging forests of chain.

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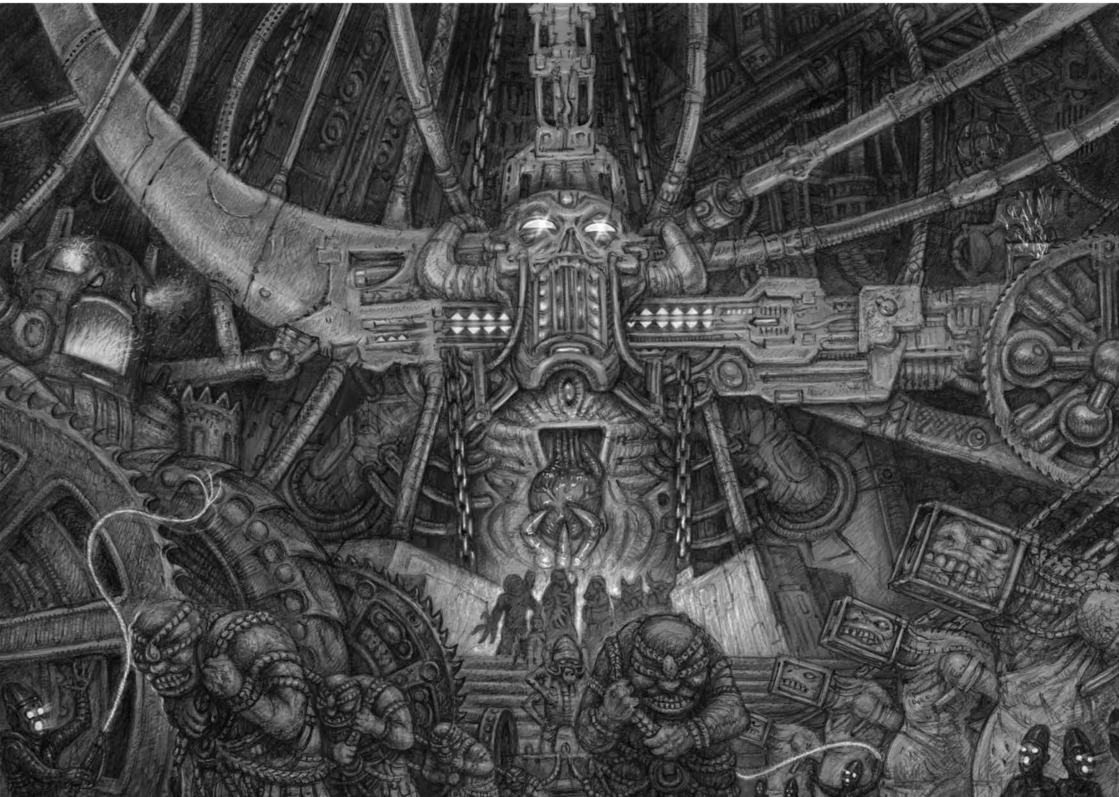
The Oubliettes: The 5th level of the Iron Labyrinth. A vast subterranean sandstone plain punctuated with disc-shaped grates every 30 feet. Each is an opening to an oubliette where a single prisoner languishes in lightless solitude. A mammoth, oversized calcabrina grinds back and forth across the entire expanse of the level.

The Shifting Cells: On the 7th level, the rooms and halls shift, expand, contract, and merge—a crushing kaleidoscope of stone and steel. Prisoners cannot rest, lest the space crush them or shift them into a tiny isolated cell lost in the level's brutal architectural churn.

The Silver Machine: The lowest level of Carcerus. A cavernous industrial space choked with grinding gears, gurgling boilers, hissing stoves, chain-driven pulleys, and a knee-deep lake of boiling blood. Particularly wicked souls are punished here: endlessly processed, crushed, and boiled by the myriad components of a singular oppressive machine. Bethgor himself presides at its terrible heart, emitting an unending bellow of universal suffering and hatred. He powers the apparatus with his unholy chains and bleeds cursed blood to be syphoned into vile machinations throughout the Labyrinth.

Souls

Dead souls arriving in Carcerus are assigned into cohorts. In these sad cadres, they act as both torturers and victims in an inscrutable and ultimately meaningless schedule of solitude, forced labour, and ritualistic pain. After aeons of bleak, oppressive immortality, those souls who find satisfaction in this torturous fate may "ascend" as either sadistic barbed devils or iron martyrs. All others remain locked in the cycle eternally.



CULTS OF BETHGOR

Bethgor is most often worshipped by gaolers, torturers, and slavers. To his followers, control, subjugation, pain, and spiritual ecstasy intermingle as a recondite force of wisdom, revelation, and transcendence. Gaoler and prisoner, torturer and tortured—all are sides of the same coin.

Prisoners might pray to Bethgor to be spared torment or for a quick death. Commoners may beseech Bethgor to imprison those who threaten them in times of strife, while nobles may wish to spare themselves his wrath, offering up the suffering of others instead of their own.

Cults of Bethgor are sometimes employed as professional torturers or wardens by noble benefactors. These cults seek to slough off the artifices of civilisation and bring humanity closer to the divine through ritualised pain and imprisonment. Devotees are called "the Scarred Priests" or "the Flayed Ones" due to their heavily scarred skin, flaunted in proud devotion.

Initiation

Prospective cult members endure constant torture until they experience a divine revelation or death claims them.

Hierarchy

Initiates, known as Stumps, suffer a curriculum of torture for years until they can build an internalised index of agony in all its forms. Graduates begin an advanced study of anatomy in their practice as torturers. They are called Whips and are charged with maintaining prison-temples—state-sanctioned or private—to incarcerate the unwilling. In these dungeons of agony, Whips ritualistically torture their wards in search of divine revelations.

Clerical Spell Casters

Clerics and other adventurers devoted to Bethgor are treated as follows.

Holy garb: A black, sack-like torturer's hood and a leather apron (10gp). Once able to cast 1st level spells, a worshipper may wear a belt of barbed chain (10gp). Once able to cast 3rd level spells, a worshipper may wear a barbed silver circlet (100gp).

Cleric weapon restrictions: Chain (***p129***), dagger, mace, spear, whip (***p129***).

Prayer: Worshippers must flagellate themselves while praying for spells.

Strictures: Worshippers must always keep a creature in physical confinement. Travelling priests fulfil this precept by wearing small cages on their persons containing birds or assorted vermin.

Alternative Spells

Masochism: 1st level, replaces *purify food and water*.

Pain link: 3rd level, replaces *growth of animal*.

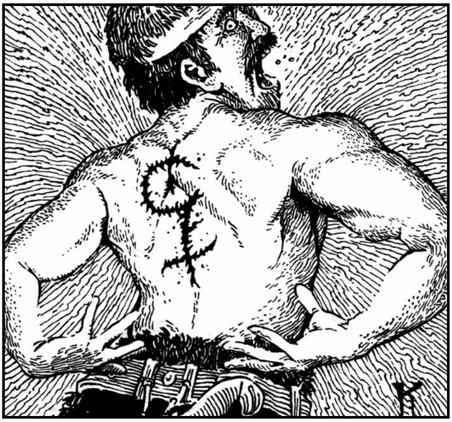
Mark of torment: 4th level, replaces *speak with plants*.

Shackles of agony: 5th level, replaces *create food*.

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Skin grows clammy.
- **2nd level spells:** Skin covered in bruises.
- **3rd level spells:** Eyes become bloodshot.
- **4th level spells:** Irises lose pigment.
- **5th level spells:** All received injuries leave permanent marks or scars.


LUCAS KORTE

SPELLS OF BETHGOR

Masochism

1st level cleric spell
Duration: 1 round per level
Range: The caster or a creature touched

The subject can bolster their attacks and resistance through self-mutilation.

Self-harm: Each round, the subject may cut themselves with a dagger, inflicting 1–4 damage (as desired by the subject).

Benefit: For each point of self-inflicted damage, the subject gains a +1 bonus to attack rolls and saving throws next round.

Pain Link

3rd level cleric spell
Duration: 1 turn
Range: 120′

Links the life force of the caster with that of a selected target.

Saving throw: The target may **save versus spells** to resist the linkage.

Damage: For the duration of the spell, any damage inflicted on the caster is also inflicted on the target, irrespective of any of the target's resistances or immunities.

Mark of Torment

4th level cleric spell
Duration: 1 turn per level
Range: 60′

A mark is magically branded onto a subject, allowing the caster to inflict agonising pain upon them with a thought.

Saving throw: The target may **save versus spells** to prevent the mark.

Torment: While the caster concentrates (no movement or other actions), the subject is wracked with pain. They suffer a –2 penalty to saving throws and attack rolls. To even move or act, they must **save versus spells**; failure indicates they spend a round rooted in place, writhing in agony.

Dispelling: *Remove curse* is effective in cancelling this spell.

Shackles of Agony

5th level cleric spell
Duration: Permanent
Range: 30′

Barbed, black chains shoot from the ground and wrap themselves around a selected creature.

Saving throw: The target may **save versus spells** to resist being shackled.

Shackling: The victim is trapped, rooted to the ground, and cannot move or act. They do not need to eat, drink, or sleep and do not age.

Detection: While trapped, the victim is invisible to all forms of magical location, scrying, and divination.

Dispelling: The victim can only be released by the caster or by magic (e.g. *dispel magic*). The chains cannot be physically broken.

DRAZOGGOTH, PRINCE OF SLAUGHTER

Demon god of war, conquest, and power. Drazoggoth is the personification of overwhelming violence. Deception, subterfuge, and negotiation are concepts unknown to this demon lord. He has no conscious will other than an unceasing impulse to destroy all forms and institutions of life and Law.

Many warriors call to Drazoggoth for strength, but his is a destructive power without goals and without end. His wrath is destruction for destruction's sake. Drazoggoth is said to appear over battlefields in times of terrible war, manifesting in the red sky, screaming at the heavens and igniting soldiers' fury to a fever pitch.

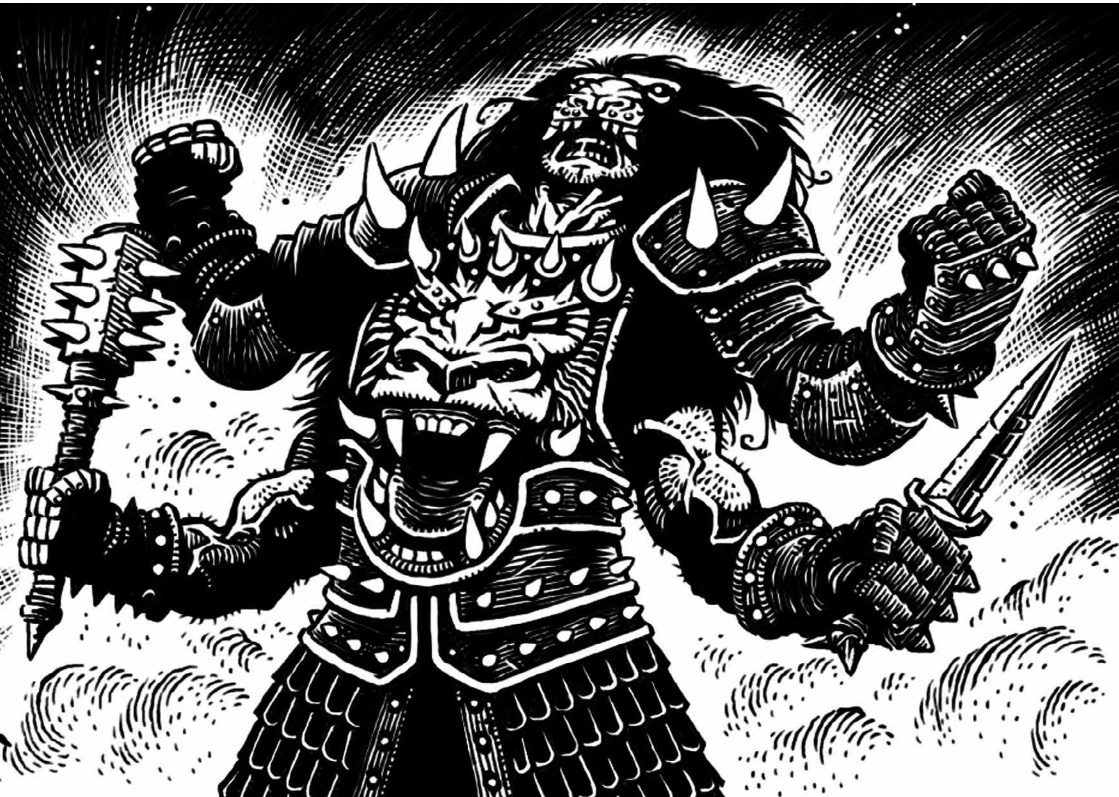
Associations: Arms and armour, battle, bloodshed, bronze, destruction, eclipses, liver, lions, military might, natural disasters, the colour orange, rage, roosters.

Depiction: A many-armed, lion-headed giant wreathed in flames, looming triumphant above the dismembered corpses of his enemies. Also pictured as a fierce warrior astride a lion's back, clad only in a bronze helmet and cape.

Domain: Xarxus, the Eternal Battlefield. Sprawling, flaming fields, toxic smoke, and bloody skies. Armies of demonic foot soldiers charge from crumbling castles to frantically rip one another to shreds, thus joining the legions of screaming corpses crushed underfoot. See ***p30***.

Holy symbol: A bloody battle axe or the top of a snapped human femur.

"I am Slaughter! I am Death!"
— Drazoggoth warrior's battle cry.



Drazoggoth (Demon Lord)

A 20′ tall, battle-scarred, four-armed giant clad in bronze armour that bristles with the weapons of countless defeated foes. Sculpted roaring lion faces adorn his helm, breastplate, and groin. Rage-tinted red eyes glow from the shadowed face inside his helmet. His two lower arms wield his ruinous mace and dagger, *Worldbreaker* and *Bloodrazor*.

AC -6 [25] **HD** 28****** (186hp) **Att** [*Bloodrazor* (2d4+2 + slaying) + *Worldbreaker* (2d6+2 + crush) + 2 × fist (2d6 + crush)] or blood vomit or magic **THAC0** 5 [+14] **MV** 150′ (50′) **SV** D2 W2 P2 B2 S2 (36) **ML** 11 **AL** Chaotic **XP** 26,750 **NA** 1 (1) **TT** M + N + 2 magic items of the sword and weapon categories

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► **Demon lord traits:** See ***p81***.

► **Magic resistance:** 70% (see ***p82***).

► **Crushing fists:** Per the crushing blow effect of *Worldbreaker*.

► **Flaming blood vomit (3 times a day):** Drazoggoth vomits burning blood in a cone, 90′ long and 30′ wide at the end. Creatures caught in the area take 10d6 damage (**save versus breath** for half).

► **Magic powers:** May use one power each round. Cannot be disrupted.

   a. **Fearsome roar:** Creatures within 30′ must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
   b. **Gaze:** A single target within 60′ must **save versus spells** or fly into a blood rage for 1d4 rounds, immediately attacking the nearest creature whether friend or foe. If the creature is killed, the affected target attacks the next nearest.
   c. **Summon servitors:** 2 bearded devils (***p86***), 1 vrock (***p114***), or 1 balor (***p85***)—Drazoggoth's choice.

► **Slaying:** Drazoggoth can only be permanently destroyed if slain in Xarxus and the final blow is dealt by one of his own weapons.

Bloodrazor

A hellish bronze dagger with a wicked edge, large enough to be a two-handed sword in the hands of a mortal. When violence is near, its edge glows like a red-hot flame.

Damage: 2d4+2.

Wielding: Requires STR 16+.

Slaying: On a natural attack roll of 20, the target is instantly slain.

Explosion: Creatures slain by *Bloodrazor* explode in a fountain of flaming gore. Any other creatures within 5′ of the victim must **save versus breath** or take 1d4+1 fire damage.

Worldbreaker

A menacing, spiked mace of solid bronze, 8′ long, whose surface shines with the glow of an invisible flame.

Damage: 2d6+2.

Wielding: Requires giant strength or magically augmented STR above 18.

Crushing blows: On a natural 20 attack roll, the victim must **save versus paralysis** or have their shield or armour destroyed by the blow. The "plus" bonus of magic shields and armour applies to the save.

Slam: Once per day, the wielder can slam the mace into the ground, causing it to quake and crack in a 30′ radius around them. All creatures except the wielder caught in the area must **save versus paralysis** or be knocked to the ground and stunned for 3 rounds (⅓ move, −2 AC, unable to act).

KENNON JAMES

XARXUS, THE ETERNAL BATTLEFIELD

A volatile land of burning earth and blood-red skies. Noxious smoke clogs the air, and an ever-present din of crackling flames, rumbling earth, and screaming mouths assures that no peace is found here. Armies endlessly clash and die, forming islands of screeching corpses atop the ever-present flames.

Hyper-violence: Every square inch of Drazoggoth's domain screams for the death of those who tread here. Unless magical wards against evil are in place, mortals must **save versus death** once per turn spent in Xarxus, or succumb to its cursed, poisonous air. The dead rise again and again, retaining less of their humanity with every resurrection.

Denizens

Blagraffs (*p87*): Diminutive scaled, lumpy humanoids, each crowned with a blade-like protrusion. Blagraffs survive by forming symbiotic bonds with stronger demons, acting as living weapons.

Cruoritons (*p90*): Ascended mortal souls who served Drazoggoth in life. These soldiers of hell spawn from pools of burning blood and explode when they die, sometimes setting off devastating chain reactions of cackling, exploding soldiers.

Bearded devils (*p86*): Shock troops of Xarxus's battalions, pledged to the fiery madness of Drazoggoth, battling each other in the endless skirmishes of hell. Bearded devils patrol the perimeter of Xarxus seeking trespassers.

Mariliths (*p105*): Six-armed demon warriors who revel in slaughter. They live to cause as much violence and bloodshed as they can, terrifying their enemies with their depravity and sadism.

Balors (*p85*): The captains and heavy infantry of the demonic armies.

Vrocks (*p114*): Carrion bird demons who circle the skies above the eternal battlefield, waiting to swoop down and devour the corpses of slain demonic warriors. They also act as Drazoggoth's dark valkyries, flying into the Land of the Dead to retrieve the mortal souls destined for this demonic realm.

Levoxes (*p103*): The heavy cavalry and living siege engines of Drazoggoth's demon armies. In battle, they charge through infantry lines and demolish enemy fortifications with their inhuman strength.

Vermnillius, the Blood Roc: A blood-drenched giant roc (*OSE*) who soars across Xarxus and other planes of hell in search of battlefields in which to bathe. Her roar can deafen, and her song can raise the dead.

Other denizens: Lieutenants in Drazoggoth's many armies sometimes ride nightmares (demonic horses). The chaos of Xarxus seems to spawn monsters. Gorgons race across battlefields to turn clashing armies into forests of petrified corpses. Chimeras and manticores battle each other in the burning skies.

Entrance From the Land of the Dead

The Bladed Gate: A towering iron wall lined with thorn-like spurs partitions Xarxus from the Land of the Dead. On each spur hangs a crucified, screaming soul, pinned in relentless agony while a flock of chattering vrocks perches on the wall's apex. 12 ear-splitting strikes of a monumental gong announce the opening of the gate.

TONY HOUGH

Locations

Skull Mountain: A literal mountain of chittering, screaming skulls, its entrance the grinding maw of a horned titan's skull. Armies of skeletons with weapons crafted from sharpened bones pour out from the mountain's bone caverns to clash against Xarxus's armies.

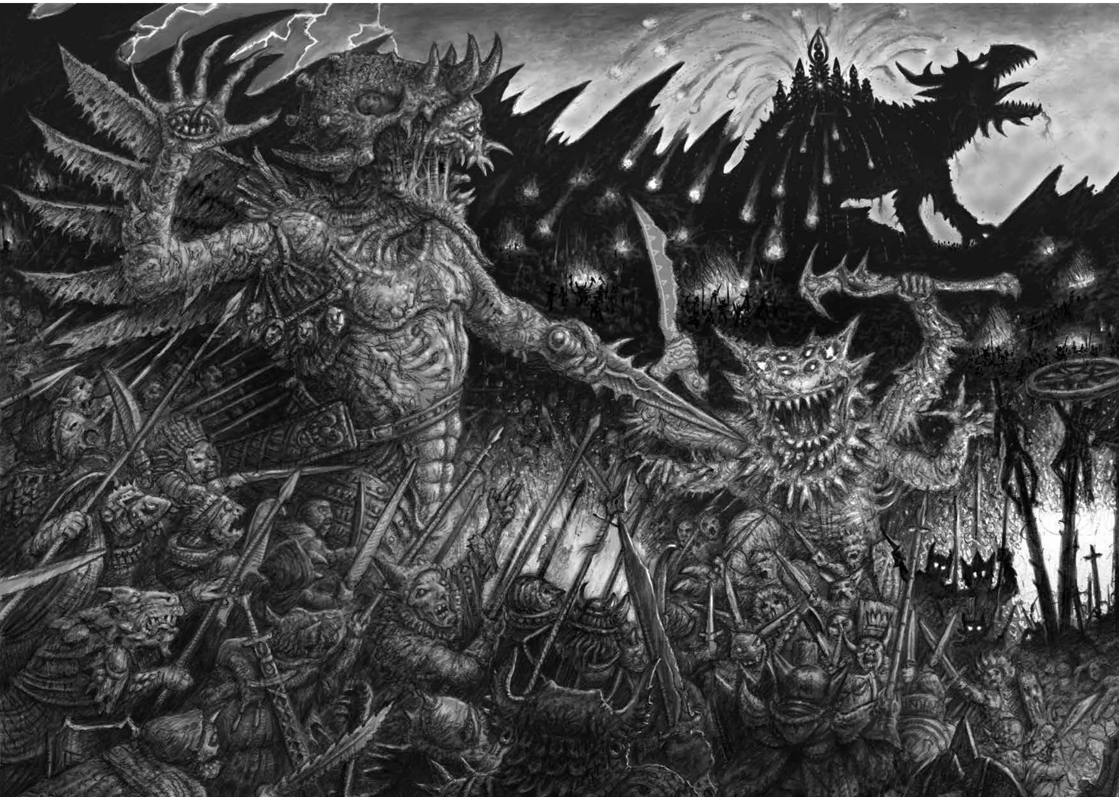
The Gnashing Fields: Earthquakes shake a vast, desolate stretch of burning land where armies unendingly clash in battle. Periodically, the ground itself splits open into colossal, fanged mouths that mash ill-fated soldiers into bloody chum.

The Flag of Poppy Hill: The zenith of Xarxus's bloody war. Three armies battle in a gruesome stalemate, each attempting to claim the ragged silk flag that flutters atop a steep hill. The poppies that grow here quickly root in fresh corpses and waft a toxic perfume when disturbed (**save versus death** or die). The flag's significance was long ago forgotten, but magic-users sense that it ripples with old magic.

The Walking Fortress: Drazoggoth's castle of black glass, perched on the back of a bellowing tarrasque. The castle constantly flings flaming boulders and ballista bolts and spews fountains of boiling acid.

Souls

Souls claimed by Drazoggoth are conscripted as foot soldiers into a hellish army. Cruoriton lieutenants whip the brave and foolish into immortal battle, sustaining them with cancerous healing that causes bodily mutation. The most ruthless and battle-proven may become cruoritons themselves. Souls of weak and cowardly nature are dispatched as expendable front-line troops; their remains meld with Xarxus's burning landscape, self-aware and seething with rage.



CULTS OF DRAZOGGOTH

Drazoggoth is not casually invoked, and the threat of involving his catastrophic power is treated by many as a deterrent to war. Thus, Drazoggoth is sometimes perversely called the "Prince of Peace", and is offered sacrifices in peacetime so that his gaze lands elsewhere. Many towns burn effigies to Prince Drazoggoth at Springtime festivals as both a mollifying gesture and as a symbol of annual renewal.

Cults of Drazoggoth are rare and highly feared. They flare up in war-torn kingdoms and quickly burn out, cannibalising themselves in ritualistic violence.

Initiation

Prospective worshippers must battle another initiate in ritual combat to the death, both unarmoured and wielding only a single weapon. The victor is baptised into the cult with the blood of the fallen.

Hierarchy

Initiates call each other Warrior. They train themselves to enter a berserk rage aided by violence meditation, ritualistic screaming, and self-imposed pain. Warriors able to achieve a fugue-like, empty-minded battle clarity ascend to the rank of Champion. These terrifying combatants fight and kill unceasingly; after slaying their enemies, they turn against bystanders, innocents, and finally each other. Champions live within the eye of a hurricane of violence, capable of unleashing supernatural feats of brutality. Veteran champions who gain mastery over their explosive rage and survive multiple battles are known as Lions. They travel to spawn Drazoggoth cults in communities on the verge of war.

Clerical Spell Casters

Clerics and other adventurers devoted to Drazoggoth are treated as follows.

Holy garb: Armour splattered with orange pigment. Once able to cast 1st level spells, a worshipper may wear a towering, crudely spiked full helm (25gp). Once able to cast 3rd level spells, a worshipper may wear bladed iron pauldrons (50gp).

Cleric weapon restrictions: Battle axe, dagger, mace, pole arm, war hammer.

Prayer: Worshippers must anoint themselves with fresh blood as they prepare spells. If no other source is available, they may use their own.

Strictures: Worshippers may neither surrender nor accept surrender in battle—it is anathema to the endless wars raging within their souls.

Alternative Spells

Burning blood: 1st level, replaces *purify food and water.*

Battle frenzy: 2nd level, replaces *speak with animals.*

Blood axe: 3rd level, replaces *growth of animal.*

Compelled duel: 4th level, replaces *speak with plants.*

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Body heat increases, like an unending fever.
- **2nd level spells:** Skin takes on an orange tint.
- **3rd level spells:** Hair grows in wiry tufts.
- **4th level spells:** Bile bubbles to the throat, requiring constant hacking and spitting.
- **5th level spells:** Worshipper's height increases by 3d6 inches.

SPELLS OF DRAZOGGOTH

Burning Blood

1st level cleric spell
Duration: 1 turn per level
Range: The caster or a creature touched

The subject's blood is imbued with hellfire. Whenever damaged by an edged weapon, their wounds spray burning blood back at the attacker, who must **save versus breath** or suffer 1d6 damage.

Battle Frenzy

2nd level cleric spell
Duration: 1 turn
Range: The caster or a creature touched

The subject enters a bloodthirsty rage, gaining a +2 bonus to melee attack and damage rolls.

Frenzy: The subject must make a melee attack roll each round, or the spell ends.

Blood Axe

3rd level cleric spell
Duration: 1 round per level
Range: Touch

The caster cuts their flesh with a blade, inflicting 1d4 damage. Blood gushes from the wound and transforms into a magic battle axe that the caster or another can wield in combat.

In melee: The axe is treated as a +1 weapon, granting a +1 bonus to attack and damage rolls.

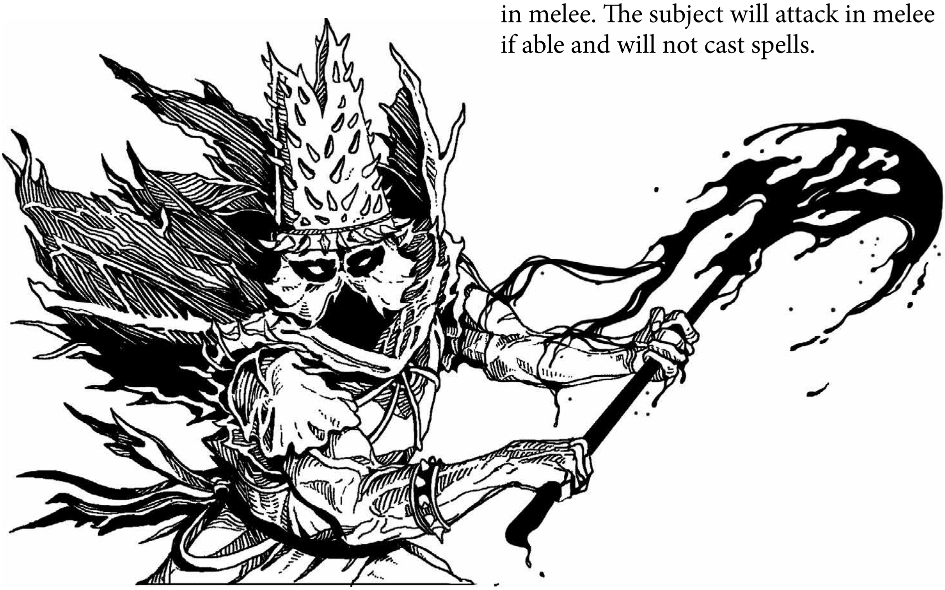
Expiration: When the spell ends, the axe melts into normal blood.

Compelled Duel

4th level cleric spell
Duration: 1 round per level
Range: 60′

A selected subject is magically compelled to fight the caster to the death if they fail a **save versus spells**.

Compulsion: The subject is overcome with bloodlust and moves towards the caster at maximum speed to engage them in melee. The subject will attack in melee if able and will not cast spells.



DAVID HOSKINS

Ghursag, Lord of Beasts

Demon god of bestial savagery, lycanthropes, and the pitiless ecstasy of the hunt. Ghursag is governed entirely by animal urges. For the demon lord, laws and philosophies only serve to muddy the true way of nature: an endless blood-soaked cycle of predation and consumption.

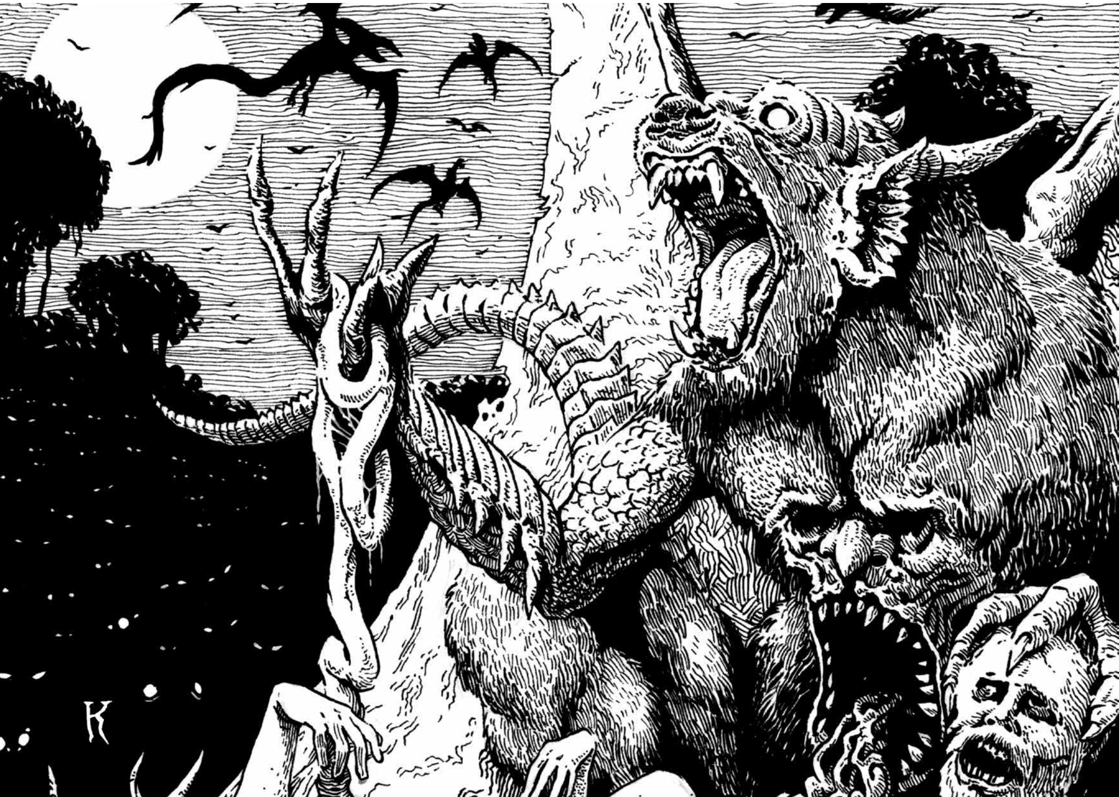
Ghursag desires to destroy all law and civilisation, reshaping the world into the pandemonic wilderness of his own sanguinary vision. He abhors the separation of humanoid and beast and works to eliminate it by tempting mortals into animalistic, savage acts and infecting them with the curse of lycanthropy.

Associations: Animal bones and furs, hunting, large predators (e.g. bears, wolves), the moon, organ meats, the wilderness.

Depiction: Ghursag is known across many cultures and in many different forms, each a great and terrible beast. He is commonly depicted with a combination of mammalian and reptilian features or as a horned hunter with the head of a predatory animal.

Domain: Gargathuul, a vast, primordial jungle spread beneath an eternal blood moon, teeming with demonic beasts. The souls claimed by the Beast Lord are hunted for eternity by its hell-spawned denizens, reincarnated each time they are killed. See ***p36***.

Holy symbol: The severed, bloody paw of a wolf, bear, great cat, or ape.



Ghursag (Demon Lord)

A hulking, 18′ tall ape-like chimera covered in coarse, dark fur. He has a leonine snout, curved bull horns, bat-like wings, and scaly limbs that end in reptilian claws. On his bare chest is a second face with a slavering mouth of sword-like fangs.

AC -5 [24] **HD** 30****** (200hp) **Att** [2 × claw (3d8) + bite (2d10 + severing)] or tail (2d6 + stun) or magic **THAC0** 5 [+14] **MV** 120′ (40′) / 240′ (80′) flying **SV** D2 W2 P2 B2 S2 (36) **ML** 11 **AL** Chaotic **XP** 30,250 **NA** 1 (1) **TT** C + G + I

- **Demon lord traits:** See ***p81***.
- **Magic resistance:** 75% (see ***p82***).
- **Aura of terror:** Creatures of under 3 HD who behold Ghursag are paralysed with terror until he is out of sight. Creatures of 3 HD or higher instead flee in terror for 6 turns. Creatures of 7 HD or higher may **save versus paralysis** to resist.
- **Chest mouth:** If a victim is hit by both claws in the same round, Ghursag is 3-in-6 likely to bite the victim with the second mouth on his chest. A successful attack inflicts 3d10 damage.
- **Severing:** A bite attack roll of 18 or higher indicates that one of the target's extremities (determined randomly, e.g. 1–2: leg, 3–4: arm, 5–6: head) is severed.
- **Stunning tail:** Ghursag swings his tail, making a single attack roll against all within 15′. A character hit by the tail must **save versus paralysis** (with a +2 bonus) or be knocked over and stunned (⅓ move, –2 AC, unable to act) for 1d6 rounds.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - **a. Summon beasts:** Can summon up to 24 HD worth of normal animals from the surrounding area to his aid. These arrive in 1d4 rounds.
  - **b. Destructive roar:** A blast of destructive noise in a 100′ long cone (20′ wide at the end). Creatures in the area suffer 2d6 damage and must **save versus spells** or be deafened for 1 turn. Additionally, non-magical metallic objects caught in the blast are shattered.
  - **c. Magic-user spells:** *Hold person*, *charm monster*, *polymorph others*, *polymorph self*, *hold monster*.
  - **d. Summon servitors:** 2 vulpraks (***p114***), 2 hgurans (***p99***), 1 glabrezu (***p97***), or 1 nalfeshnee (***p107***)—Ghursag's choice.
- **Slaying:** Ghursag can only be permanently destroyed if slain in Gargathuul and pierced through the heart with a silver arrow blessed by the hands of a Lawful deity.

> "This spirit is of a more savage nature than its fellows, but do not mistake this for the lack of intellect. Like a predator, it waits to strike until its prey is weak. I have listened to the stories of the wild folk, about the whispers they hear when food is scarce and the air is cold, urging them to give in, to eat, to kill. It is the howl that echoes through the night. It is the eyes that watch from the brush. It is the Beast that lurks in the hearts of all people."
>
> — Arch-wizard Orbis' *Treatise on Demonology*.

LUCAS KORTE

GARGATHUUL, THE SAVAGE LANDS

A primaeval landscape of fecund jungles, serrated mountain peaks, and deep, foliage-choked valleys. The skies over the Savage Lands are painted red by the eternal blood moon. This realm is built upon an ecology of dominance: every creature hunts and is hunted; those who survive become stronger. There is no semblance of law or civilisation here—all denizens are governed only by brutal, ceaseless struggle.

Travel: Traversing the Beast Lord's realm is never easy. It is as though the land itself fights the explorer at every turn with dense vines, rockfalls, eruptions, and heavy storms. Wilderness travel speeds are cut in half.

Denizens

Quasits (*p110*): The lowest demons on the food chain; only mortal souls are lower. Serve greater demons, offering tributes in return for protection.

Lycanthropes (*OSE*): The favoured mortal souls of Ghursag. In death, he allows them to hunt in his realm for eternity, gifted with endless reincarnation should their revels prove fatal. Feuding packs of lycanthropes constantly battle for territory and resources.

Gargulas (*p96*): Flying demons who nest atop high mountain peaks, plying the skies in screaming swarms.

Vulpraks (*p114*): Bestial, pack-hunting reptilian demons who stalk the wilderness, relentlessly pursuing their victims. They drag the mangled bodies of their quarry back to their cave lairs.

Hgurans (*p99*): Pack hunters who swing through the dense jungle canopy, leaping onto unsuspecting prey. They are the soul collectors of Ghursag, sent out into the Land of the Dead in whooping hordes to drag mortal souls here.

Glabrezus (*p97*): Solitary ambush predators. They delight most in hunting mortal souls, using their sorcerous abilities to deceive and terrify them before striking.

Nalfeshnees (*p107*): The gate guardians and aerial apex predators of this demonic food chain, second only to Ghursag himself. They dwell in the highest reaches of the realm, dropping at will from the sky to snatch prey. Nalfeshnees often lair with lesser demons, offering protection in exchange for tributes.

Magnagores (*p104*): Massive saurian centaurs who dwell in the plains and canyons. Unchallenged apex predators, they are stampeding nightmares who kill and destroy indiscriminately.

Other denizens: Prehistoric animals and carnivorous plants of all kinds thrive in the primaeval wilds of Gargathuul. Elementals congregate in the most extreme environments.

Entrance From the Land of the Dead

The Maw: A jagged rock formation in the Land of the Dead, bearing an uncanny resemblance to a giant monstrous skull. Past its stalagmite fangs is a cave shrouded in absolute darkness. This is the lair of the three nalfeshnees who guard the way, relentlessly pursuing unwanted guests. Any who survive the guards and venture deep enough into the cave re-emerge from a similar cave in the Wailing Jungles of the Savage Lands.

© TONY HOUGH

Locations

The Wailing Jungles: Mist-shrouded jungles teeming with carnivorous plants mutated by soil saturated with demon blood. Cannibalistic tribes of mortal souls desperately cling to life in their depths. There is no rest here; there are always yellow eyes watching from the brush and distant screams in the air.

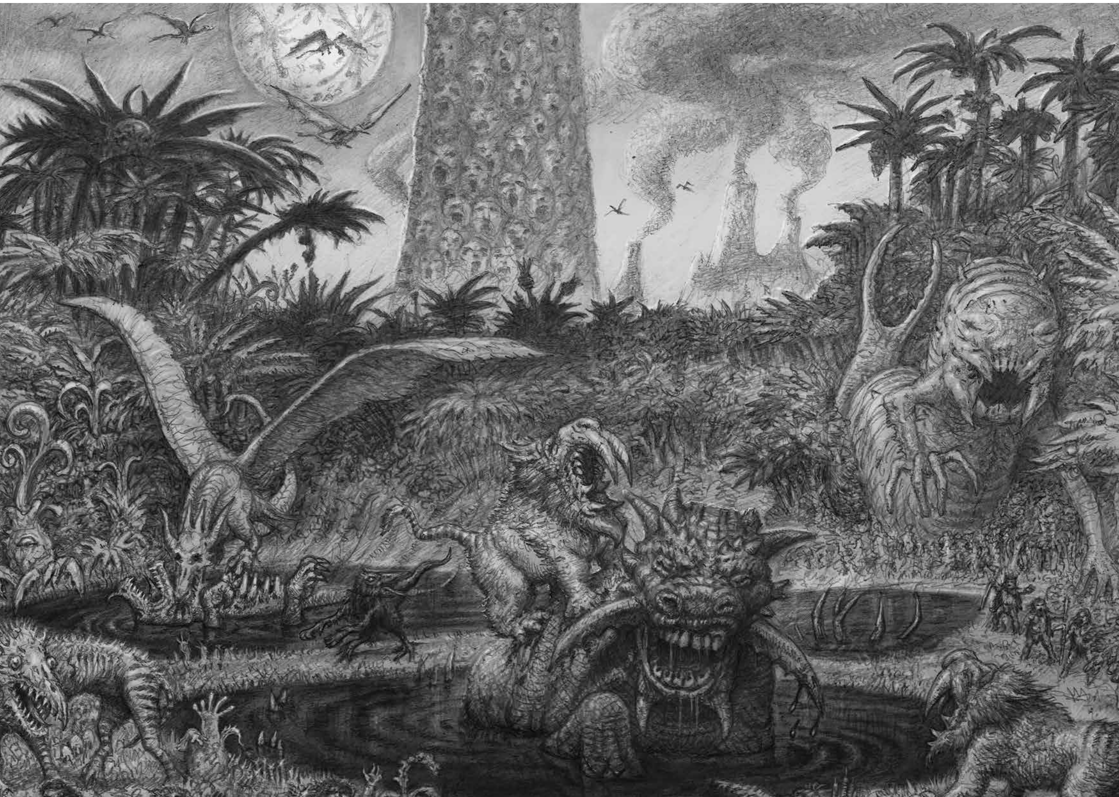
The Black Pools: A field of steaming tar pits riddled with the half-submerged bones of demonic beasts. The predators of this realm will often lure prey into the pits and eat them alive once they are entrapped.

The Scar: A howling ravine ripped into the rock of the realm's desert plains. Passage through is fraught with rock slides and swooping pterosaurs.

Mount Zuhl: A great black pillar of a mountain that pierces the clouds at the centre of the jungle, visible from almost anywhere in the realm. Its weathered surface is shaped into thousands of twisted visages, agonised faces frozen in rock. The demon lord Ghursag makes his lair in a cavern at the mountain's peak. On occasion, he will fly out to hunt—an event preceded by a blood-curdling howl that echoes across the realm.

Souls

Mortal souls brought to Ghursag's realm are set loose in the jungles to be helplessly hunted by demons for eternity. Any who are killed are reincarnated to begin again. On the rare occasion a mortal soul can survive in this realm long enough to prove their hunting prowess, they may be transformed into a demon themselves.



CULTS OF GHURSAG

Ghursag is most commonly worshipped by lycanthropes and other bestial humanoids (e.g. orcs, gnolls, lizardfolk), but also among his faithful are barbarians, hunters, and others who spend much of their time in the wilderness. Ghursag favours those who wish to free themselves of the civilised mind and those who seek to bring down civilisation.

Cults of Ghursag resemble packs of wild animals more than organised religious sects. In fact, most keep semi-wild animals among their number. Worshippers meet in secluded locales in the wilderness, eschew clothing and armour for hides, and set out in roving bands to raze settlements and capture human sacrifices. Their temples are caves, grottoes, and clearings; their altars natural uncut stones. Often these cults live entirely in isolated communes, only interacting with the outside world when their god demands they hunt.

Initiation

New members are inducted through a ritual hunt. Sacrificial victims are let loose in the wilderness, each hunted by one initiate. Those who capture their quarry and sacrifice them on the altar of Ghursag are welcomed into the fold. The others are killed and fed to the beasts.

Hierarchy

Cults of Ghursag have little hierarchy, but they will usually be headed by an individual known as the Shaman, who communes directly with the demon lord (or his minions) and leads ritual practices.

Clerical Spell Casters

Clerics and other adventurers devoted to Ghursag are treated as follows.

Holy garb: A necklace of wolf's teeth (5gp). Once able to cast 1st level spells, a worshipper may wear ritual tattoos of Ghursag's face on their chest (30gp). Once able to cast 3rd level spells, a worshipper may wear a bearskin cloak with a horned headdress (100gp).

Cleric weapon restrictions: Club, hand axe, longbow, shortbow, spear.

Prayer: Worshippers must consume the flesh of an animal to pray for spells.

Strictures: Worshippers may not purchase metal armaments; they may only use them if obtained by looting.

Alternative Spells

Animal hatred: 1st level, replaces *purify food and water.*

Mark of the beast: 2nd level, replaces *bless.*

Bestial possession: 3rd level, replaces *locate object.*

Curse of lycanthropy: 5th level, replaces *create food.*

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Thick, fast-growing body hair.
- **2nd level spells:** Yellow irises.
- **3rd level spells:** Fingernails sharpen into claws.
- **4th level spells:** Teeth grow to fangs.
- **5th level spells:** Presence unnerves domesticated animals.

SPELLS OF GHURSAG

Animal Hatred

1st level cleric spell
Duration: 1d4+1 turns
Range: 120′

This spell causes a number of animals within range to become vicious, attacking anyone that comes near them.

Number of subjects: Up to 1 HD of animals per level of the caster.

Rage: Affected animals are compelled to attack any creature that comes within 30′.

Sentient or domesticated animals: May **save vs spells** to resist the compulsion.

Restrictions: This spell can be used on normal or giant animals, but magical animals and fantastic monsters are immune.

Mark of the Beast

2nd level cleric spell
Duration: 1 turn per level
Range: The caster or a creature touched

The caster uses fresh blood to daub a magical symbol upon a subject, causing them to temporarily grow claws and fangs.

Attacks: The subject can make two claw attacks and one bite attack per round. Each attack has a +1 attack roll bonus and inflicts 1d4 damage.

Bestial Possession

3rd level cleric spell
Duration: 1 turn per level
Range: 120′

The caster's body enters a comatose trance as they project their mind into the body of an animal.

Saving throw: Unless it is a trusted companion of the caster, the animal may **save versus spells** to resist possession.

When the caster's mind is possessing an animal:

- **Control:** The caster gains full control over the animal's body.
- **If the possessed victim is killed:** The caster's mind returns to their own body.
- **Dispelling:** *Dispel evil* forces the caster's mind back into their own body.
- **If the caster's own body is destroyed:** Their mind is stranded in the body of the creature being possessed.

Returning: The caster can choose to return to their own body at any time, ending the spell.

Restrictions: Normal or giant animals can be affected. Intelligent animals and fantastic monsters cannot.

Curse of Lycanthropy

5th level cleric spell
Duration: Permanent
Range: 30′

The caster curses a human subject with lycanthropy if the victim fails a **save versus spells**.

Effect: The victim becomes a wereboar, wererat, or werewolf (chosen by the referee) and instantly transforms into animal form. They go on a rampage until sunrise, savagely attacking any nearby creatures, unable to distinguish friend from foe.

Dispelling: The lycanthropy can be cured with *remove curse*.

Restrictions: This spell can only be cast at night.

INFERNUS, LORD OF HELLFIRE

Demon god of tyranny, temptation, and hellfire. Infernus is a fiendishly intelligent and charismatic overlord. He presents himself as a wise and generous deity, enticing underlings into his service with promises of power and influence. Only when they are thoroughly ensnared in the labyrinthine clauses of his infernal contracts does he reveal his true, tyrannical nature. By then, they are mere pawns wielded to expand his own influence.

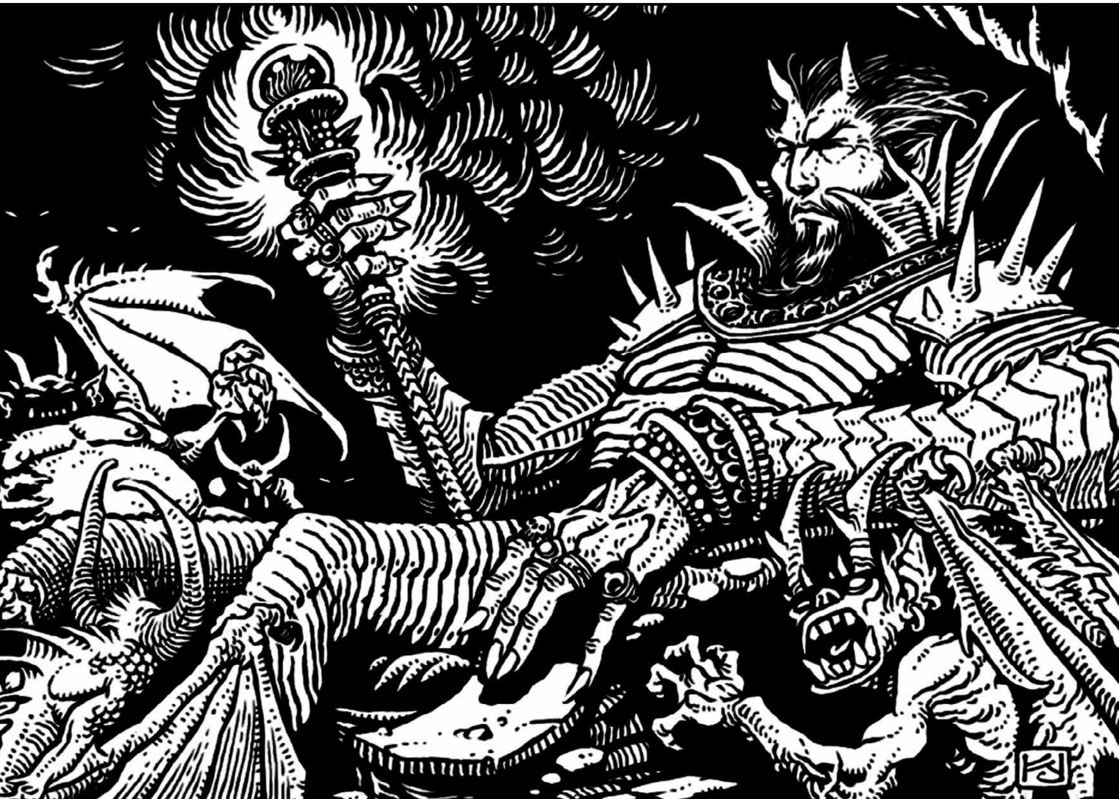
Infernus seeks absolute control over all reality. His schemes can span years or centuries. Ever prideful, he believes himself the only being in existence with the intellect and will to achieve his grand designs.

Associations: Crowns, fire, goats, gold, the colour red, red dragons, rubies, rulership, serpents, sulphur.

Depiction: A dashing, bearded man clad in sumptuous finery, every inch the nobleman—save for the two horns gracing his forehead. He is also depicted in monstrous aspects: a bipedal black goat or a red dragon with three heads—a serpent, a black goat, and a crowned king.

Domain: Nethria, a volcanic plane of smoking steppes and rivers of flame. Infernus rules from the hellish capital of Ashrezaar, a city of demons who constantly scheme against one another in their bids to ascend the infernal hierarchy. See ***p42***.

Holy symbol: An inverted pentagram, typically branded into wood or cast of iron or gold.



Infernus (Demon Lord)

A 13′ tall, bearded man of extraordinary beauty, with crimson skin, black eyes, and discreet horns upon his forehead. He dresses in regal finery, bedecked with fabulous jewels and carrying the *Sceptre of Infernus*—a priceless artefact of great magical potency. All who behold Infernus are stunned in awe and terror. He rules over a vast multitude of demons with might and evil genius.

AC -4 [23] **HD** 25******** (200hp) **Att** Sceptre (2d6+2) or 3 × flame arc (3d4 + burning) or magic **THAC0** 5 [+14] **MV** 120′ (40′) / 240′ (80′) flying **SV** D2 W2 P2 B2 S2 (36) **ML** 11 **AL** Chaotic **XP** 27,500 **NA** 1 (1) **TT** I + M + [L × 10] + 2 magic items of each category

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▶ **Demon lord traits:** See ***p81***.

▶ **Magic resistance:** 90% (see ***p82***).

▶ **Fire immunity:** Unharmed by fire.

▶ **Awesome presence:** All mortals who see Infernus must **save versus paralysis** or be paralysed with awe and terror. Paralysis ends if Infernus attacks or moves out of the victim's line of sight.

▶ **Flame arc:** 60′ range. A successful hit sets the target on fire, inflicting 3d4 damage per round until extinguished (requires magic).

> "A fundamental law of creation that few have the courage to truly acknowledge is this: everyone, always, gets exactly what they deserve."
>
> — from the foreword to the *Nethrian Quarto*.

The Sceptre of Infernus

A 5′-long sceptre of pure, scintillating diamond, whose pristine facets reflect the tormented visages of a thousand damned souls.

In melee: Inflicts horrible wounds, 2d6+2 damage. Requires STR 16+.

Spell turning: Reflects offensive spells back at their caster.

Energy attacks: Can emit a bolt of lightning (5′ wide, 100′ long), a cone of cold (80′ long, 30′ wide at end), or a cone of acid (80′ long, 30′ wide at end). All inflict 10d6 damage (**save versus breath** for half).

Wielding: Lawful or Neutral characters attempting to wield the sceptre are disintegrated.

Indestructibility: The *Sceptre of Infernus* can only be destroyed if it is cast into the Lake of Fire in Nethria (***p42***).

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Fear:** Cone 60′ long and 30′ wide at the end. Creatures in the cone must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
- **b. Magic-user spells:** *Continual light*, *invisibility*, *phantasmal force*, *charm monster* (affecting all within 20′), *wall of fire*, *polymorph self*, *hold monster*, *geas*.
- **c. Summon servitors:** 2 vraxagons (***p113***), 2 incubi (***p101***), 1 horned devil (***p99***), or 1 pit fiend (***p109***)—Infernus's choice.

▶ **Slaying:** Infernus can only be permanently destroyed if slain in Nethria and his sceptre is also destroyed.

KENNON JAMES

NETHRIA, THE BURNING HELL

A blasted volcanic wasteland of cracked plains, lava streams, and hills of ash. The sky of Nethria is occulted by pyroclastic clouds, illuminated only by drifting embers and red lightning. These wastelands are dotted with the minor holds and ruined bastions of demon warlords, growing denser as one approaches the great capital city of Ashrezaar.

The demons of Nethria are eternally vying to claim more souls for themselves or their superiors in order to claw their way up the infernal hierarchy. Lower demons are abused slaves, while high-ranking demons live lives of decadence and debauchery. Hundreds of demonic factions seek to expand and consolidate their power, while Infernus presides above them all.

Intense heat: The realm of Nethria is oppressively hot. Mortals who enter this realm without protection from heat take 1d4 damage each hour they spend here.

Flame geysers: The wastelands of this realm are dotted with geysers that spew gouts of hellfire. Characters travelling without a guide have a 1-in-6 chance of encountering one per day. **Save versus breath** or suffer 4d6 damage.

Denizens

Manes (*p104*): The lowest caste in the demonic hierarchy. Manes are the slaves and labourers of higher-ranking demons. Manes without masters roam the Nethrian wastes in gibbering mobs.

Imps (*p100*): Messengers and informants of the many demonic factions of this realm. Within the walls of Ashrezaar, they are the eyes and ears of Infernus.

Vraxagons (*p113*): Infernus's rank-and-file guards and slave drivers. Outside the city, they form roving mercenary bands.

Horned devils (*p99*): Infernus's guard captains and soul catchers, they fly out into the Land of the Dead and skewer unclaimed souls on their forks to bring back to the Soul Markets.

Incubi (*p101*): Incubi are employed by other demons as prostitutes, assassins, and spies. Infernus uses them to tempt the carnal urges of mortals.

Pit fiends (*p109*): The favoured bodyguards and military leaders of Infernus. Those outside the city establish themselves as warlords.

Other denizens: Packs of hellhounds prowl the volcanic wastes and are sometimes tamed by greater demons as guard animals. Red dragons and flame salamanders inhabit the plane's many volcanoes.

Entrance From the Land of the Dead

The Burning Gate: An enormous archway of solid bronze, adorned with sculptures of grinning demons and flanked by two braziers that burn with hellish flame. For the gate to open, a huge rack of blood-polished tubular bells must be struck seven times by its horned devil attendants.

On the last, oddly euphonious peal, the braziers' flames surge to fill the arch with a sheet of hellfire—the gateway to Nethria.

Locations

The Molten Plains: A rocky floodplain spiderwebbed with streams of molten lava. Pockets of territory are ruled by demon warlords who call themselves "dukes." Infernus allows them to exist to sow chaos and keep the lower demons in check.

The Lake of Fire: A lake of seething magma fed by the streams of the Molten Planes. It is said that the lake's heat can destroy any item crafted by mortal hands.

TONY HOUGH

Mount Zeredreth: The greatest of Nethria's volcanoes, a titanic red mountain with three burning cones. The caverns at the mountain's base house hellish forges. In these mephitic workshops, demons craft exquisite armaments and jewellery—the finest in all the realms of hell.

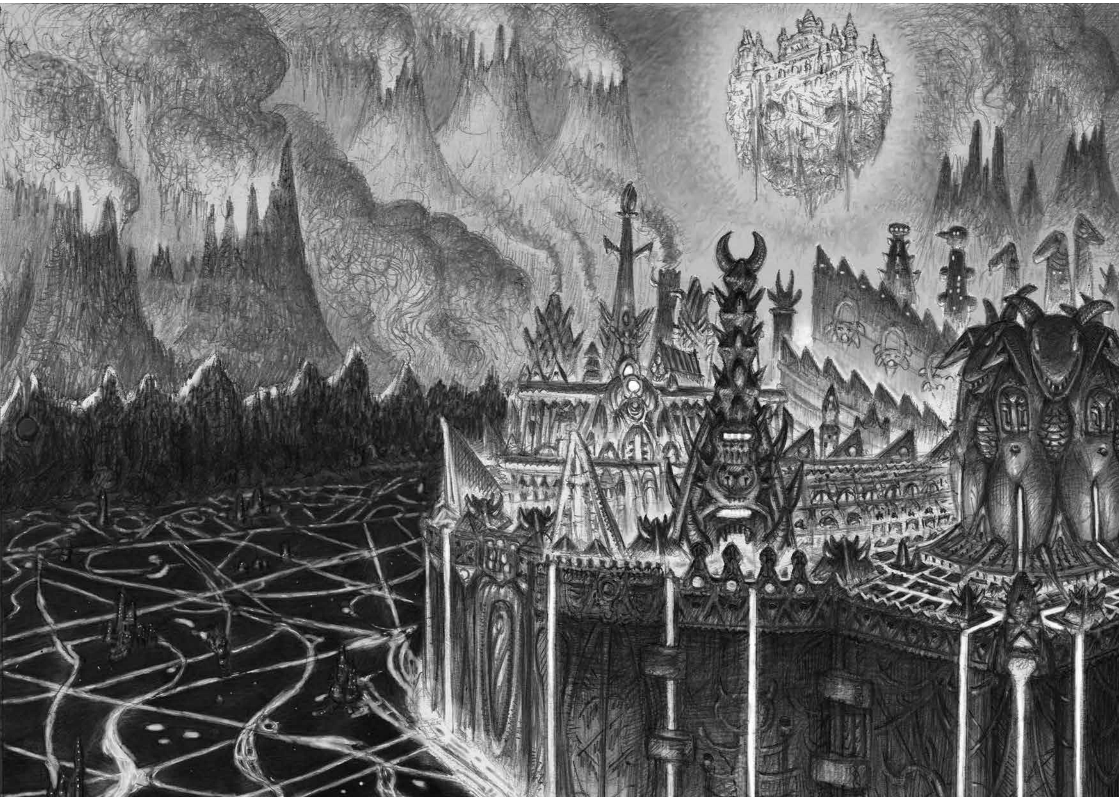
Ashrezaar, the City of the Damned: A hellish metropolis of fire and bronze built in the caldera of a colossal volcano. Its maze-like districts are divided by lava canals and walls of black basalt. The rich districts are gilded hives of depravity, while the poor districts are squalid ruins.

The Soul Markets: The busiest district of Ashrezaar. Demons from all the infernal realms come here to trade in mortal souls. Shouting demon merchants hawk otherworldly goods—almost any weapon, magic, or piece of information can be purchased here.

Coris Aurum: The golden citadel of the Lord of Hellfire, floating above the city on a chunk of volcanic rock. Its opulent halls are decorated with mementos—both material and bodily—of Infernus's countless would-be usurpers.

Souls

Mortal souls brought to Nethria are treated as currency. Those of meagre potential are consumed into nothingness, increasing the power of those who devour them, while others are traded for goods or services. If a mortal soul shows a spark of evil potential, a demon may promote them into a manes. Those who prove their worth may be further promoted.



CULTS OF INFERNUS

Infernus welcomes and enables anyone who would willingly sell their soul for power. As such, he often finds worshippers among nobles, courtiers, politicians, and other powerful individuals. Infernus is also favoured by some of those oppressed by tyranny, whose yearning for freedom has curdled into a lust for vengeance and their own oppressors' power.

Cults of Infernus take the form of shadowy cabals who seek absolute dominion over others, securing their political power through bribery, extortion, and blackmail. By night, they perform profane rituals in secret temples hidden in the settlements they seek to control.

As worshippers advance through the ranks of a cult, they are inducted into ever deeper mysteries and given secret greetings, tokens, and signs to signify their ranks and identify other devotees in public. Cults of Infernus have byzantine rules of etiquette, useful for both identifying intruders and lording over one's subordinates.

Initiation

Prospective worshippers must swear an oath of loyalty, sealed by imbibing a dose of a deadly poison known as the Blood of Infernus. This poison puts its victim's fate into the demon lord's hands; those who survive have his favour.

Hierarchy

Cults of Infernus have a number of ranks through which members can progress. Initiates are called Unenlightened and may advance to become Torchbearers who guide and command others. The cult's inner circle are called Enlightened Ones. Only the leader of the cult sits at the highest rank of Illuminated Master.

Clerical Spell Casters

Clerics and other adventurers devoted to Infernus are treated as follows.

Holy garb: A half mask with the visage of a horned demon (10gp). Once able to cast 1st level spells, a worshipper may wear a golden signet ring emblazoned with the symbol of Infernus (100gp). Once able to cast 3rd level spells, a worshipper may carry a golden sceptre topped with a pristinely cut diamond (1,500gp).

Cleric weapon restrictions: Chain (***p129***), dagger, javelin, mace, war hammer, whip (***p129***).

Prayer: Worshippers must offer a drop of their own blood into a fire before praying for spells.

Strictures: Worshippers must never publicly admit their devotion to Infernus.

Alternative Spells

Command: 1st level, replaces *purify food and water*.

Immolate: 2nd level, replaces *speak with animals*.

Conflagration: 3rd level, replaces *growth of animal*.

Infernal contract: 5th level, replaces *quest*.

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Symbol of Infernus branded on the skin.
- **2nd level spells:** Full, lustrous hair.
- **3rd level spells:** Sharp, youthful facial features.
- **4th level spells:** Eyes become vibrant, mesmerising.
- **5th level spells:** Unharmed by small flames (e.g. candles, embers).

SPELLS OF INFERNUS

Command

1st level cleric spell
Duration: 1 round
Range: 60′

The caster utters a command to dominate the behaviour of a selected subject.

Wording: The command must take the form of a single word (e.g. "Flee!", "Halt!").

Comprehension: The command must be in a language understood by the subject.

Saving throw: A **save versus spells** is allowed to resist the command.

Harmful commands: Commands that directly harm the subject have no effect—the spell fails.

Limitations: The subject can only properly follow the command if it is consciously actionable. Otherwise, they will follow it to the best of their ability. For example, a command of "Die!" would cause the subject to fall unconscious for 1 round.

Immolate

2nd level cleric spell
Duration: 1d4+1 rounds
Range: 120′

A selected creature or object within range is engulfed in hellish flames.

Saving throw: Creatures may **save versus spells** to resist immolation (also when the target is an object in their possession).

Burning: An affected target suffers 1d4 damage per round.

Extinguishing: Requires the victim to immerse themselves in water.

Conflagration

3rd level cleric spell
Duration: 1 round per level
Range: 120′

A 30′ diameter area is carpeted in searing flames.

Damage: All creatures in the affected area suffer 1d6 damage per round.

Flammable materials: Are ignited and continue to burn for 3 rounds after leaving the affected area. This includes flammable materials carried or worn by creatures.

On fire: A creature in contact with burning material (e.g. their clothing) suffers an additional 1 damage per round.

Extinguishing: Burning creatures outside the area can spend a round to extinguish themselves.

Infernal Contract

5th level cleric spell
Duration: Permanent
Range: Touch

This spell enchants a contract written on parchment to become magically binding. The first individual to sign the document is compelled to follow the letter of it.

Binding: The subject must follow the terms of the contract or suffer gradually increasing (and eventually fatal) penalties determined by the referee (e.g. penalties to attack, ability score reductions, inability to memorise spells, physical torment and feebleness, etc.). The final penalty is always the subject's soul being dragged to Nethria.

Ending: The binding can only be dispelled by powerful magic (e.g. a wish) or by following any exit terms in the contract itself.

Material cost: The inks used to write the contract must contain powdered diamond of at least 1,000gp value.

Ooyxblix, the Faceless One

Demon deity of slimes, oozes, and dissolution. Ooyxblix is shunned by most beings, including other demons, who mockingly dub the Faceless One "the Lord of Nothing". In spite of nearly universal loathing from sentient life, the Faceless One's obscene dribblings have propagated impressively throughout the planes of existence.

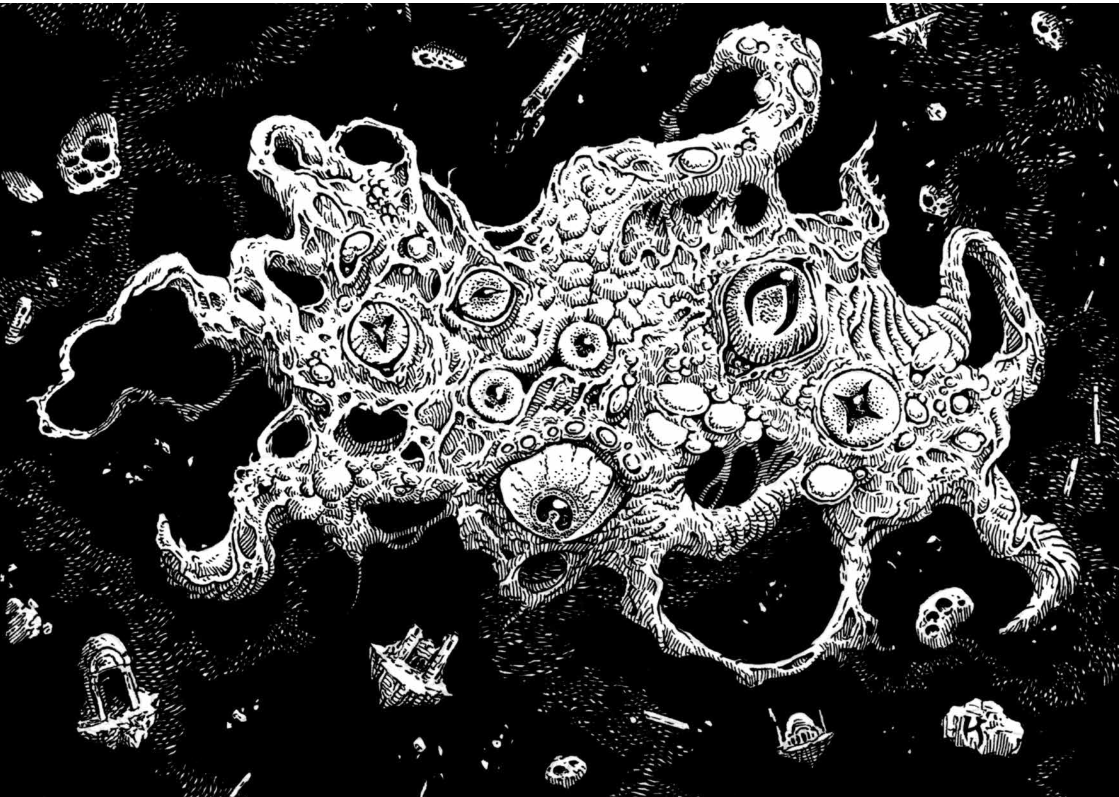
Ooyxblix is the enemy of form; it loathes "the self" and hates creation, seeking to dissolve the forms of the universe and return all life to its origin as a foamy puddle of intermingled scum.

Associations: Acid, canyons, corrosion, mucous, mud, oozes, rice porridge, rust, the number 7, slugs, starlight.

Depiction: Many cults consider direct representations of the Faceless One to be taboo, choosing to instead evoke its pervading presence with iconography depicting the dissolution of the human form. More literal-minded worshippers portray Ooyxblix as a slimy mass with writhing tendrils and seven red eyes.

Domain: Oblivex, noxious realm of acid swamps and ooze forests. Its melting monuments, spongy terrain, and gurgling pools are often indistinguishable from its slimy, amorphous denizens. Ooyxblix dwells in a lightless void where the realm itself fades into oblivion. See ***p48***.

Holy symbol: A staring eye, often depicted with three pupils (sometimes melting), typically acid-etched into stone or metal.



Ooyxblix (Demon Lord)

A grotesque, unspeakable entity of amorphous, acidic slime striated black, green, and sickly yellow, constantly oozing pus. 7 malevolent eyes glare from the mass. Often takes the form of a 10′ tall conical heap but can also spread into a 30′ wide pool or a 20′ high column.

AC -2 [21] **HD** 21****** (100hp) **Att** Slam (4d8) or slime squirt (corrosive slime) or magic **THAC0** 6 [+13] **MV** 30′ (10′) **SV** D2 W2 P2 B2 S2 (36) **ML** 10 **AL** Chaotic **XP** 14,500 **NA** 1 (1) **TT** [K × 2] + [M × 2]

▶ **Demon lord traits:** See ***p81***.

▶ **Magic resistance:** 65% (see ***p82***).

▶ **Immunities:** Unharmed by acid.

▶ **Regeneration:** Regains 2hp at the start of each round, as long as it is alive.

▶ **Return from death:** If killed (0hp), regenerates and fights again in 2d6 rounds.

▶ **Nauseating stench:** An awful stench pervades the air in a 60′ radius around Ooyxblix. Living creatures must **save versus poison** or suffer a –2 penalty to attack rolls while in melee with Ooyxblix.

▶ **Corrupting presence:** Food, water, holy water, and potions within 120′ of Ooyxblix are spoiled and become useless.

▶ **Corrosive slime squirt (3 times a day):** Cone 20′ long, 15′ wide at the end. Targets in the area must **save versus breath** or be enveloped in corrosive slime. The slime eats through cloth / leather in 1 round and metal armour in 3 rounds. Once any armour is dissolved, the slime inflicts 2d6 damage per round to exposed flesh. Slime can only be removed by fire, inflicting half damage to the victim and half to the slime (which has 8hp).

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Fear:** Cone 60′ long and 30′ wide at the end. Creatures in the cone must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
b. **Circle of cold:** 10′ radius. 5d6 damage (**save versus spells** for half).
c. **Magic-user spells:** *ESP*, *locate object*, *fly*, *invisibility 10′ radius*, *charm monster*, *hold monster*, *projected image*.
d. **Summon servitors:** 2d4 cerebruxes (***p89***), 1d4 ooze demons (***p108***), 1d4 wrath jellies (***p115***), or 1d3 formless ones (***p95***)—Ooyxblix’s choice.

▶ **Ooze form:** Can move across walls and ceilings and can seep through small holes and cracks.

▶ **Slaying:** Ooyxblix can only be permanently destroyed if slain in Oblivex, and its 7 eyes are dissolved in the blessed oceans of an Outer Plane ruled by a Lawful deity.

> **“May I be made formless. May I be unmade. May the dust go unswept. May the wet void reclaim it.”**
> — Ooyxblix cult chant.

LUCAS KORTE

OBLIVEX, THE NOXIOUS REALM

A sprawling, swamp-like forest of gelatinous trees, seething acid pools, and gurgling jelly colonies. There is little differentiation here between land and life; soft, spongy land masses intermingle with viscous, undulating slime moulds. Despite the transitive, dissolving nature of the landscape, an abundance of stone ruins and half-melted, cyclopean statuary suggests that Oblivex was, at one point, something else.

Acidic air: The humid air of Oblivex is saturated with acid; it stings exposed skin and burns lungs with every breath. Unless protected, mortals who breathe it take 1 point of damage for each turn spent here. Additionally, wounds do not heal here without magical means.

Acid rain: Every 6 hours there is a 2-in-6 chance of an acid rain storm lasting 2d6 turns. Characters caught without shelter take 2d6 damage each turn.

Denizens

Squibs (*p112*): Prolific, vermin-like slime demons found throughout Oblivex.

Echo slimes (*p94*): Ooze creatures that physically enter a victim's head and puppet their body while slowly consuming their brain.

Lemures (*p102*): Mortal souls brought to Oblivex are melted by the plane's corrosive atmosphere into humanoid blobs. These pathetic creatures mindlessly slither through the acidic wetlands and ooze swamps.

Cerebrux (*p89*): Sentient ooze demons derived from the dissolved minds of intelligent creatures.

Ooze demons (*p108*): Dimly sentient amalgamations of slime and mortal flesh that hunt living beings for absorption.

Wrath jellies (*p115*): Quivering, hate-filled slime creatures who wish to eradicate sentient life at the expense of their own lives.

Formless ones (*p95*): Nigh invisible envoys of dissolution capable of taking any shape. Typically lie dormant in Oblivex as great pools of slime, awaking only to destroy sentient life.

Other denizens: All types of monstrous slimes, oozes, jellies, and puddings can be found slithering through the realm of Oblivex, along with a profusion of ravenous gibbering mouthers.

Entrance From the Land of the Dead

The Acidulous Curtain: A thick cloud of scalding, acidic fog forms a gateway into Oblivex. It and the abundance of echo slimes lurking therein ensure that few unwanted visitors reach the Faceless One's domain.

Locations

The Pit of Lost Souls: A perfectly round sinkhole deep in the ooze forest which echoes with the gibbering moans of countless voices. Deep within is a soup of fermenting souls: human and demi-human bodies slowly losing their definition and blending together painfully into an amoebic slurry of quasi-sentience. Legend says that drinking a goblet of this blasphemous, unspeakable ichor opens a mind to dark secrets of the universe.

Slime Sea: A temperamental pink sea capable of utter stillness or sudden, violent swells. In truth, the entire sea is a single, intelligent entity: the largest pink slime in existence. Its inscrutable, alien mind seems only to desire driving to madness any trespassing sailors on its sea.

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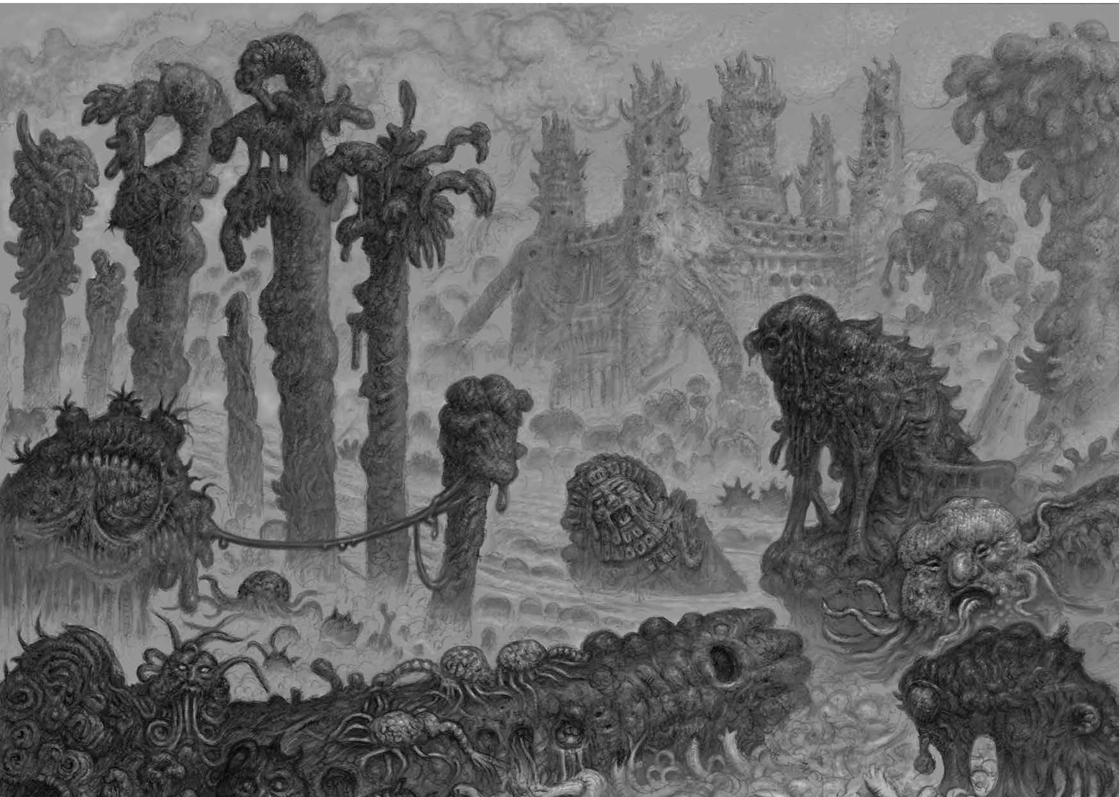
Ooze Forest: Caustic quicksand pits, burbling bogs, and bare, petrified trees abound in this sprawling, swampy land. A rotting canopy of pea-green slime engulfs the tree boughs and branches, dripping corrosive liquids onto the spongy forest floor. Slimes of every colour thrive here and sometimes coalesce into multi-hued slime chimerae.

The Dripping Castle: Myriad stone ruins punctuate the Ooze Forest; among them, a single opulent, intricately-styled castle stands somehow intact. Half of the structure drips like a melting candle into an adjacent bog. Forlorn song echoes from its highest tower.

The Void: As one moves through the Ooze Forest, the ground and trees seem to lose definition in the haze. Finally, the world stops: earth and sky fade into grey-brown nothingness. From here reigns Ooyxblix, exerting its divine will to erode the very foundations of reality. To step into this void means true obliteration. Anyone wishing to summon Ooyxblix must stare into the nothingness and speak its name; it will manifest from the void like a rolling thundercloud of slime.

Souls

Souls who enter Oblivex seeking oblivion are delivered into the Pit of Lost Souls for final dissolution. Other souls claimed by Ooyxblix's realm tend to wander, frightened, inevitably devoured by slime. A few unfortunate souls survive long enough to watch their mortal forms devolve, eroded by Ooyxblix's magic, until eventually becoming lemures or squibs.



CULTS OF OOYXBLIX

Ooyxblix is rarely worshipped by mortals. Still, occasional sects spawn in sewers, bogs, and slime-choked caves. These cults comprise lonely, broken souls wishing to escape their mortal forms for a slimy spiritual gestalt's cold comfort. They seek the destruction of civilisation and, ultimately, the absorption of the Material Plane into the acid swamps of Oblivex. Among worshippers, obliteration of the mind and liquefaction of the body are the ultimate rewards.

Initiation

Prospective worshippers must surrender all material possessions and revoke their given names and relationships. In this way, they prove their loyalty to the cause of ultimate dissolution. They must also burn off distinctive body features (e.g. moles, tattoos, fingertips) with acid.

Hierarchy

Very little hierarchy exists within cults of Ooyxblix, since their dogma rejects the notions of personal identity. Cult members, known sometimes as Void Monks, revoke their own names, shave their hair, and burn themselves with acid to strip themselves of the notion of self. Their plots lack planning and nuance, instead mostly relying on instinct and a general will towards dissolution.

Certain Void Monks undergo dangerous surgical practices to remove their own bones, yearning for closeness to Ooyxblix's formless divinity. Commonly a finger, toe, or rib is removed, though in more extreme cases a jaw, tailbone, or clavicle. Survivors of these procedures are called Gibberlings and are considered sacred by Ooyxblix's other followers.

Clerical Spell Casters

Clerics and other adventurers devoted to Ooyxblix are treated as follows.

Holy garb: Purple silk robes or cloak, embroidered with golden runes praising Ooyxblix (20gp). Once able to cast 1st level spells, a worshipper may wear an acid-scarred, obsidian skull medallion (100gp). Once able to cast 3rd level spells, a worshipper may wear a one-eyed mask of melted green wax (25gp).

Cleric weapon restrictions: Club, dagger, mace, sling, staff, war hammer.

Prayer: Worshippers must immerse their feet in foetid, unclean water when praying for spells.

Strictures: Worshippers must collect bones and brains from slain victims, to be boiled down into a jelly that they consume in rituals.

Alternative Spells

Speak with oozes: 1st level, replaces *purify food and water.*

Gelatinous transformation: 3rd level, replaces *growth of animal.*

Command oozes: 4th level, replaces *sticks to snakes.*

Slime vomit: 5th level, replaces *create food.*

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Plagued with boils and weeping sores.
- **2nd level spells:** Eye-like boils on hands and arms.
- **3rd level spells:** Slimy, sticky skin.
- **4th level spells:** 1d4 extra eyes on face.
- **5th level spells:** Digests food by vomiting on it.

Spells of Ooyxblix

Speak With Oozes

1st level cleric spell
Duration: 6 turns
Range: The caster

The caster gains the ability to communicate in the drooling speech understood by monstrous oozes and similar creatures (e.g. jellies, slimes, puddings, etc.).

Questions: The caster is able to ask questions and receive simple, one-word answers (e.g. "light", "cold", "danger"). Oozes will only respond to questions pertaining to their immediate surroundings.

Favours: The caster may also ask for simple favours. Oozes may comply if the request is within their ability to understand and perform. For example, oozes may clear a passageway through which the caster and party may travel.

Gelatinous Transformation

3rd level cleric spell
Duration: 1 turn per level
Range: The caster

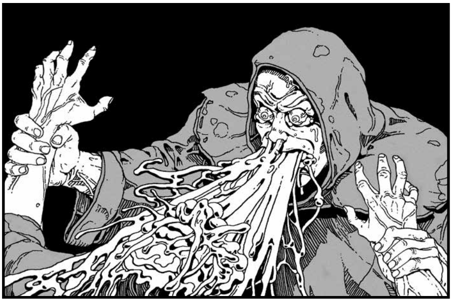
The caster's body (not equipment) undergoes a complete transformation into a gelatinous state—like an ooze or pudding.

Abilities: The caster cannot attack or cast spells but may use mental powers.

Movement: 30′ (10′). The caster can travel up walls, along ceilings, and through small holes and gaps.

Senses: The caster can see and hear normally with 30′ infravision.

Damage: The caster can only be harmed by magic, magic weapons, and fire. They have an armour class of 5 [14].



DAVID HOSKINS

Command Oozes

4th level cleric spell
Duration: 6 turns
Range: 60′

Monstrous oozes and similar creatures (e.g. jellies, slimes, puddings, etc.) come under the caster's mental command.

Hit Dice limit: Up to 1 HD of oozes per level of the caster are affected.

Commands: The caster can command subjects to move and attack for the duration as they wish, with a mere thought.

Sentient subjects: May **save versus spells** to resist the spell.

Slime Vomit

5th level cleric spell
Duration: Instant
Range: 20′ long cone, 15′ wide at end

The caster vomits out a cone of corrosive slime.

Saving throw: All creatures within the cone must **save versus breath** to avoid being coated in the corrosive slime.

Effects: The slime eats through cloth / leather in 1 round and metal armour in 3 rounds. Once any armour is dissolved, the slime inflicts 1d4 damage per round to exposed flesh.

Removing: The slime can only be removed by fire, inflicting half damage to the victim and half to the slime (which has 4hp).

PHRANAX, THE PLAGUEMOTHER

Demon goddess of pestilence, disease, and decay. Phranax is an accepting and patient deity; every living thing will eventually succumb to her gentle, putrid ministrations.

Phranax seeks to devour the material world through her myriad plagues, turning reality entirely to a divine rot. She endlessly births new afflictions in her fungal gardens, spreading them across the planes through her minions and mortal followers.

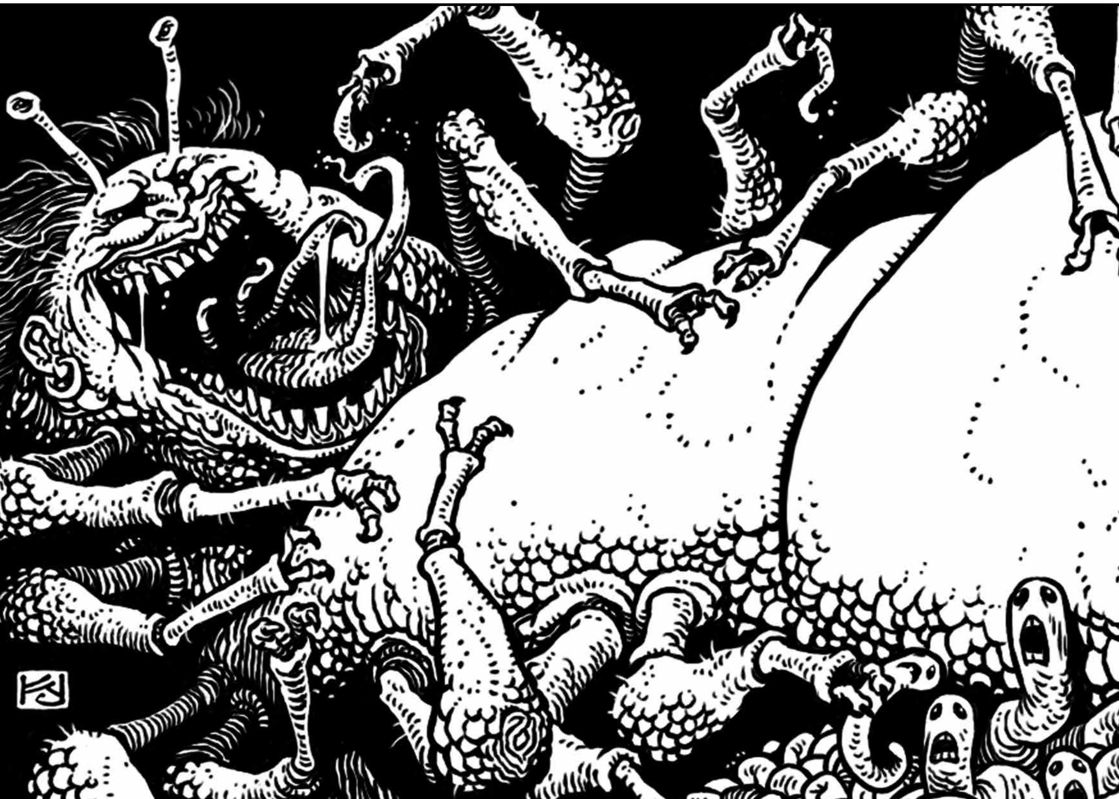
Associations: Disease, fermented foods, fungi, the colour green, insects, mould, poisonous gases, rats, swamps.

Depiction: Common depictions of Phranax include a monstrous, insect-limbed slug with a humanoid face and cavernous maw, or a massive carbuncled toad coated in swarming insects.

Domain: Malfflesia, a foetid quagmire of mucky plains, mouldering groves, noxious fumes, and teeming insect life. Souls damned to this hell are transformed into pitiful larvae that writhe in the mud, tormented and consumed by grotesque demons. See ***p54***.

Holy symbol: A fly, locust, or coiling maggot, typically carved in rotting wood.

> “Have patience child, life’s flame is but a flicker; true life begins in death. The swelling of bellies, the grave worm’s wriggle. A corpse blooms the sweetest bouquet of life gone curdled, coaxed forth from the garden by Phranax’s yellow light.”
>
> — Hymn of the Sallow Garden.



Phranax (Demon Lord)

A giant (30′ long), monstrous slug with a grinning, human face, ragged dragonfly wings, and rows of twitching insectoid limbs that run the length of her belly. Countless swarms of insects scuttle across her body, nibbling on her perpetually regenerating flesh. She wears the *Amulet of Phranax*, a magical chain of rusted metal, buried in the blubbery folds of her neck.

AC -5 [24] **HD** 24******* (166hp) **Att** Bite (2d6 + rot) or magic **THAC0** 5 [+14] **MV** 60′ (20′) / 120′ (40′) flying **SV** D2 W2 P2 B2 S2 (36) **ML** 10 **AL** Chaotic **XP** 22,500 **NA** 1 (1) **TT** E + M + 2 magic items of each category

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- **Demon lord traits:** See ***p81***.
- **Magic resistance:** 85% (see ***p82***).
- **Aura of pestilence:** Creatures who come within 30′ of Phranax contract a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. Causes death in 24 hours. The disease can only be removed by magic.
- **Regeneration:** Regains 2hp at the start of each round, as long as she is alive.
- **Return from death:** If killed (0hp), regenerates and fights again in 2d6 rounds.
- **Rotting bite:** Affects either a randomly determined limb or the torso (equal chance of each). The effects of the rot take place after 6 rounds, unless negated by *cure disease* in that period:
  - **Limb:** The limb becomes unusable, then rots away and falls off after 6 further rounds.
  - **Torso:** The victim's maximum hit points are reduced by 2d6.
- **Swarming armour:** Swarming insects coat Phranax's body. When a character attacks Phranax in melee, hundreds of the vermin leap onto them, inflicting 1 damage per round until removed (requires fire or immersion in water). Characters wielding flaming weapons are immune.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  a. **Insect swarm (three times a day):** Phranax vomits up a swarm of flying insects that fills a 60′ diameter area. She can direct the swarm to move up to 20′ per round. Inside the area: vision is obscured, and creatures suffer 1 automatic damage per round.
  b. **Magic-user spells:** *ESP*, *web*, *growth of plants*, *cloudkill*, *transmute rock to mud*.
  c. **Summon servitors:** 2d4 dretches (***p92***), 1d4 hezrous (***p98***), 1d4 mosquivexes (***p106***), or 1d2 gnathorexes (***p97***)—Phranax's choice.
- **Slaying:** Phranax can only be permanently destroyed if slain in Malfflesia and her body is completely burned away by holy flames taken from the plane of a Lawful deity.

The Amulet of Phranax

A chain of rusted bronze, pitted and warped and set with a cloudy chunk of chrysolite. The jewel's cracks and pits glow with a sickly yellow-green light.

Immunities: The wearer of the amulet is immune to all diseases and poisons.

Touch of death: Once per day, the wearer can touch a creature. If the target fails a **save versus spells**, they die and their body instantly decays into sludge. Creatures killed in this way cannot be resurrected except by a wish.

Swarm transformation: Three times per day, the wearer can transform into a cloud of buzzing flies. Transforming takes 1 round. MV 180′ (60′) flying. Immune to all weapons. Cannot attack.

KENNON JAMES

MALFFLESIA, THE INFESTED SWAMP

A foetid swamp littered with the decaying corpses of mortals and monsters. Buzzing swarms of insects cloud the sickly green sky. Tangled forests of rotting trees and slimy vines bear all manner of moulds and fungi. These rancid saprophytic groves belch clouds of choking spores into the air.

Miasma: The realm of Phranax is shrouded in a putrid, eye-stinging, yellow-green haze which inflicts disease on any mortal creature inhaling it. Each day spent in this domain, PCs must **save versus poison** or contract a withering sickness (as *cause disease*).

Denizens

Soul larvae (*p111*): Mortal souls condemned to Malfflesia, transformed into hideous worms who slither through the mud pits, devouring one another.

Mephits (*p105*): Pollinators of the great swamp, spreading spores and pollen from their wings. Eventually, the mephits become food for greater demons, passing their diseases on through the food chain.

Dretches (*p92*): Wallow like pigs in the muddy waters of Malfflesia. They are the primary consumers of soul larvae and entertain themselves by toying with their food.

Fleshwarpers (*p95*): Soul larvae who consume enough of their brethren are mutated into these misshapen demons. Fleshwarpers mindlessly shamble through the swamps, attacking other creatures on sight.

Mosquivexes (*p106*): Fly-like carrion eaters in the realm's circle of life, they consume the dead, feasting on the swamp's infinite surplus of decay.

Hezrous (*p98*): Gluttonous predators who feed on the diseased corpses of the realm. They are living test subjects of Phranax's diseases, and when they eventually die, they nourish the earth with their plague-ridden fluids.

Gnathorexes (*p97*): Insectoid demon warriors birthed by Phranax to act as her soldiers and bodyguards. They protect her throne room and the realm's planar gates.

Mould demons (*p106*): Living embodiments of decay. They crawl alone through the great swamp, leaving trails of mould-swathed viscera in their wake.

Other denizens: All of Malfflesia is teeming with swarms of insects, both mundane and giant. Giant leeches, giant toads, and shambling mounds lurk in the murky swamps. Rot grubs infest the plane's many decaying corpses.

Entrance From the Land of the Dead

The Ulcerated Gate: A tangled archway formed of two ancient mangroves, covered in throbbing pustules, that grow from the grey waters of the Land of the Dead. Glowing, acrid fumes swirl within, allowing any soul that steps through entrance into Malfflesia. Camouflaged gnathorexes perch in the branches, waiting to ambush unwanted guests.

Locations

The Spawning Pits: A churning mud plain where captured mortal souls are deposited. This place acts as the demons' watering hole, where swarms of them congregate to gorge on souls.

TONY HOUGH

The Droning Pillars: Towering insect mounds that encircle the exit to the Land of the Dead. The swarms of gnathorexes inside keep souls from escaping the realm.

The Moribund God: The titanic, gore-spattered body of a forgotten god, lying half-submerged in the polluted marshes. Its eternally regenerating flesh is devoured by Phranax's swarms, trapping the titan forever between life and death.

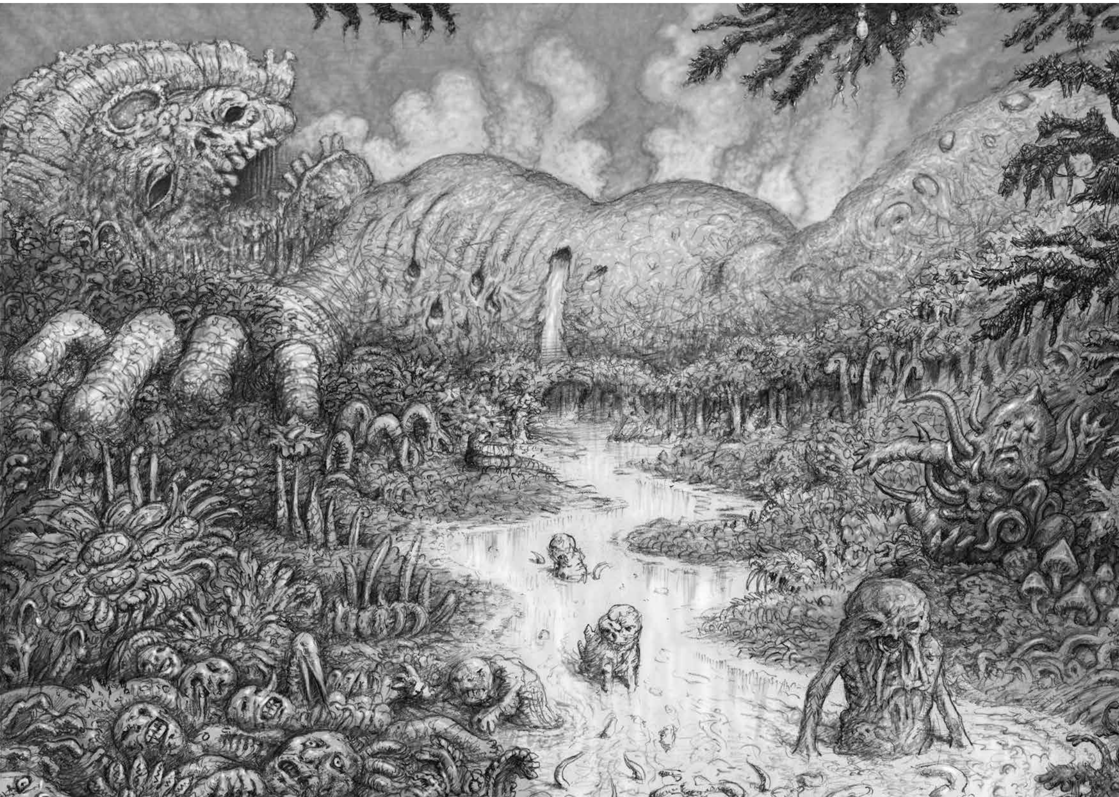
The River Bubos: A river of putrid effluvium that flows from a wound in the body of the Moribund God. It is said that any living creature who touches its waters rots away into nothing.

The Gardens of Rot: Sprawling fields of putrefying, mould-crusted plants and giant fungi that spew dense clouds of spores into the sky. This is the birthplace of Phranax's myriad plagues. It is said that any poison, disease, or cure can be concocted from the things that grow here.

Paroxys, the Tree of Life and Death: At the heart of a dead forest, grey branches claw towards the looming stump of a once-towering, now-necrotising tree. Its peeling bark is encrusted with lichens, mushrooms, and thorny vines. A hollow at its base leads through bracken-clad halls to the chamber of Phranax. Here in Malfflesia's gangrenous heart, the slug goddess curls on her fungal throne, gorging herself on piles of soul larvae while her gnathorex guards look on vigilantly.

Souls

Souls brought to Phranax's realm are dropped into the Spawning Pits, where they are transformed into vile soul larvae that squirm in the muck and devour one another. Those who consume enough may be transmuted into fleshwarpers; those consumed are excruciatingly digested into oblivion.



CULTS OF PHRANAX

Cults of Phranax grow where disease festers: swamps, slums, sewers, hospitals, and leper colonies. Victims of disease pray for relief, and the Plaguemother answers. Phranax spares her faithful the suffering brought on by illness while letting the disease rot away their bodies. She commands her followers to spread her putrid blessings to the rest of the world.

Common people appease Phranax in exchange for deliverance from disease. Farmers and gardeners may offer prayers to keep pests away. Phranax is also favoured by gullygugs and other amphibian or insect-like humanoids, who often view her as a progenitor mother goddess.

Cults of Phranax accept the diseased and afflicted without prejudice, drawing them into Phranax's dark embrace with the promise of community and belonging. The cults promise these people justice and revenge against the societies that so cruelly abandoned them. Some are drawn to her worship because they believe she is a necessary evil, disease and decay being natural parts of life.

Initiation

Prospective cult members must willingly receive the blessing of Phranax in the form of a debilitating disease. Those who survive for an allotted amount of time are welcomed into the cult.

Hierarchy

Initiates in the cult of Phranax are known as the Unclean, a term of derision used against them by common folk, which they wear as a badge of honour. A cult's leader, the member most ravaged by Phranax's blessings, is known as the Plagued One.

Clerical Spell Casters

Clerics and other adventurers devoted to Phranax are treated as follows.

Holy garb: A wooden mask depicting a round, bug-eyed, smiling face (10gp). Once able to cast 1st level spells, a worshipper may wear an amber medallion with a locust preserved inside (100gp). Once able to cast 3rd level spells, a worshipper may wear a set of false wings made from giant insect parts (150gp).

Cleric weapon restrictions: Club, dagger, mace, sling, staff, war hammer.

Prayer: Worshippers must inhale fungal spores when praying for spells.

Strictures: Worshippers must collect a sample of any moulds or fungi they come across, later to be tested on a living subject.

Alternative Spells

Spore cloud: 1st level, replaces *purify food and water*.

Wither limbs: 2nd level, replaces *speak with animals*.

Infestation: 3rd level, replaces *locate object*.

Virulent plague: 5th level, replaces *create food*.

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Swollen pustules on face.
- **2nd level spells:** Skin tinted green.
- **3rd level spells:** Presence attracts insects.
- **4th level spells:** Skin covered in maggot-infested wounds.
- **5th level spells:** Extra vestigial arm sprouts from midsection.

Spells of Phranax

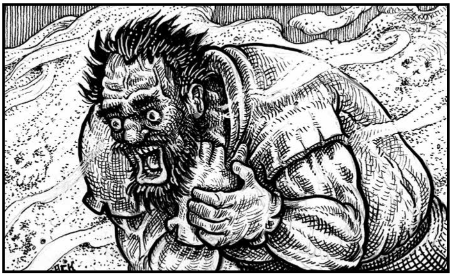
Spore Cloud

1st level cleric spell
Duration: 2d6 rounds
Range: 60′

A cloud of sickly yellow spores erupts from a point in range, filling a 10′ cube.

Effect: Living creatures in the affected area must **save versus poison** or be overcome with coughing and choking for 1d4+1 rounds, unable to perform any action other than crawling at half their normal movement rate.

Dissipating: A strong wind or large fire causes the cloud to dissipate in 1 round, ending the spell.



C. AARON KREADER

Wither Limbs

2nd level cleric spell
Duration: 1 round per level
Range: 30′

The caster causes the limbs of a living creature to temporarily shrivel and weaken if they fail a **save versus spells**. It has two usages (chosen when cast):

1. **On a target's arms:** The subject drops anything they are holding and cannot carry objects, cast spells, or attack with their arms.
2. **On a target's legs:** The subject falls to the ground and can only crawl with a movement rate of 15′ (5′).

Infestation

3rd level cleric spell
Duration: Instant
Range: 30′

The caster points at a creature in range, conjuring swarming insects inside their body if they fail a **save versus spells**. On a failed save, the victim suffers 3d4 damage as the insects eat their way out from inside.

If this spell kills the victim: A 2 HD insect swarm (see *OSE*) bursts from the victim's corpse and attacks the nearest creature.

Restrictions: Creatures without a physical body are unaffected.

Virulent Plague

5th level cleric spell
Duration: 1 day per level (per victim)
Range: Touch

A living creature touched by the caster is infected with a deadly magical disease. In combat, a melee attack roll is required.

Saving throw: The victim may **save versus spells** to resist the plague.

Effects: Weeping pustules form all over the victim's body, and mucous oozes from their eyes, mouth, and nose. They suffer a –2 penalty to attack rolls and saving throws, halved movement rate, halved natural healing rate, and are unaffected by magical healing.

Transmission: Any living creature who makes physical contact with the infected victim must **save versus poison** or contract the virulent plague themselves. The disease can spread to up to 2 HD of victims per level of the caster (beyond the initial recipient).

Curing: The disease can only be cured by magic (e.g. *cure disease*).

Sillith, the Spider Queen

Demon goddess of darkness, treachery, and spiders. Sillith revels in deceit, betrayal, and murder, whispering into the hearts of mortals to turn allies against each other. Not even her own followers are spared from her games—only the most heartless and manipulative gain the goddess's favour, and only the most ruthless retain it.

The Spider Queen seeks to conquer the material world from the shadows and usurp the rule of Lawful deities through subterfuge and assassination. Often, she will appear to mortals in the guise of another deity or send false visions to sway them towards some dark course of action that furthers her plans.

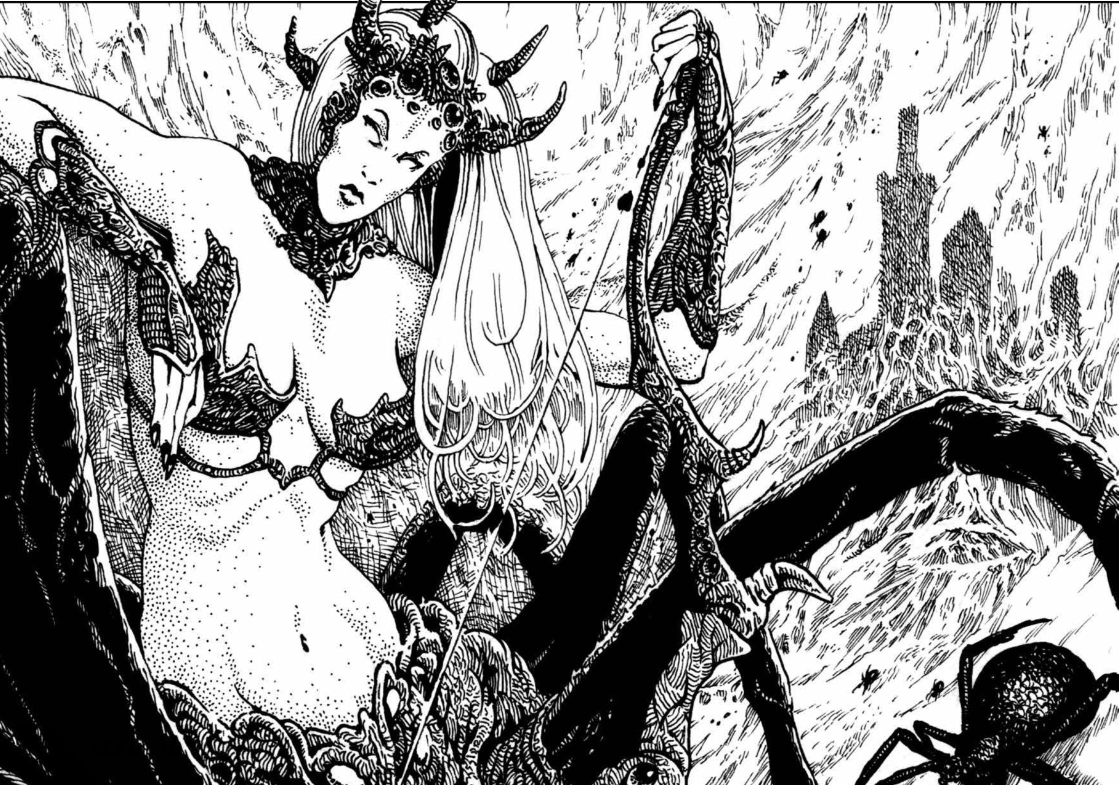
Associations: Assassins, bowed string instruments, conspiracies, darkness, drow, mercury, poison, silk, spiders, spies, the colour violet.

Depiction: Cultists depict Sillith as either a monstrous giant spider topped with the head of a comely humanoid female, or an eight-armed drow woman in silk robes bearing a twisted longbow.

Domain: Ulobor, a lightless, bottomless chasm filled by a massive, labyrinthine spiderweb woven between its cliffs. Wrapped in the strands of the ever-expanding web are the ruins of kingdoms brought low by the Spider Queen's schemes. See ***p60***.

Holy symbol: A black widow spider of onyx or cast iron.

"Seek shadow, for in gloom lie deceit and betrayal of the darkest secrets."
— Assassin's rede.



Sillith (Demon Lord)

A hideous hybrid of human and arachnid, 12′ tall. From the waist up, she is a pale and beautiful woman, with long, flowing white hair and unblinking, arachnoid eyes. Below, her body is that of a gigantic, monstrous spider, covered in chitinous hairs and barbs. She wields an ebon longbow set with eight blood-red jewels—the *Dread Bow of Sillith*.

AC -5 [24] **HD** 20****** (66hp) **Att** Bite (4d4 + poison) or bow (2d6+2 + strength drain) or magic **THAC0** 6 [+13] **MV** 120′ (40′) / 150′ (50′) in webs **SV** D2 W2 P2 B2 S2 (36) **ML** 10 **AL** Chaotic **XP** 8,900 **NA** 1 (1) **TT** [L × 5] + M

- **Demon lord traits:** See ***p81***.
- **Magic resistance:** 70% (see ***p82***).
- **Aura of betrayal:** Creatures who come within 30′ of Sillith must **save versus spells** or change sides for 1d4 rounds, attacking their allies and defending Sillith.
- **Poisonous bite:** Sillith's jaw hinges open, revealing massive arachnid fangs. Her poison causes death (**save versus poison** with a –4 penalty).
- **Webs (3 times a day):** Shoots a volume of venom-coated webs, blocking a 20′ cube within 60′. Creatures in the area must **save versus paralysis** or be caught in the webs, entangled and unable to move, and suffer 1d4 automatic damage per round. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in 4 rounds. Creatures in a flaming web suffer 2d6 points of damage.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - a. **Illusion:** Creates a convincing illusion affecting all senses. No concentration required. Remains until dispelled.
  - b. **Magic-user spells:** *Charm person*, *ESP*, *invisibility (10′ radius)*, *confusion* (affecting a single creature gazed at), *charm monster*, *projected image*.
  - c. **Shape change:** Can adopt any humanoid form.
  - d. **Summon servitors:** 1d6 spider demons (***p111***), 1d4 ebony horrors (***p93***), 1d4 shadow demons (***p110***), or 1 araxilith (***p84***)—Sillith's choice.
- **Slaying:** Sillith can only be permanently destroyed if slain in Ulobor while immersed in pure sunlight.

The Dread Bow of Sillith

A longbow carved from blackened demon bones and set with eight lurid, blood-red rubies (5,000gp each). Its bowstring is made from Sillith's own webs. Shoots arrows of stygian shadow that devour light and sap victims' strength.

Damage: 2d6+2.

Shadow arrows: The bow magically conjures its own ammunition—arrows of solidified shadow—when the wielder pulls back the bowstring.

Strength drain: Victims lose 1d3 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim becomes a shadow (*OSE*) under the wielder's command.

Extinguish light: Light sources on a victim's person or hit directly by the *Dread Bow* are extinguished.

Darkness: Once per day, the wielder can fire into the air, conjuring a globe of magical darkness in a 60′ radius area around them which persists for 12 turns. The wielder can see through the darkness normally. Light spells cannot cancel this darkness. *Dispel magic* cancels the darkness for 1d4 rounds.

LUCAS KORTE

ULOBOR, THE SKITTERING ABYSS

A stygian, sprawling, bottomless chasm with a vast, labyrinthine spiderweb woven between its cliffs. Entangled in the ever-expanding gossamer mesh are ruined facsimiles of the kingdoms brought low by the Spider Queen's schemes, each a permanent reminder of her victims' failures. In this way, Sillith's realm is shaped in mockery of the souls trapped here.

Webs: Most navigable surfaces in Sillith's realm are made from giant spiderwebs. Mortals without the ability to safely navigate the webs (or perhaps fly over them) become stuck, per the magic-user spell *web*.

Denizens

Gremlins (*p98*): Sillith's stealthy, diminutive servants and watchdogs.

Spider demons (*p111*): The spies of Sillith. They use their abilities to form teeming networks of bestial informants.

Ebony horrors (*p93*): Lurk in the shadowed tunnels in the walls of the great chasm, waiting to ambush any hapless souls seeking refuge there.

Shadow demons (*p110*): These demons fly up through the Shadow Rift (see ***Locations***) to collect souls and hurl them into that pit.

Araxiliths (*p84*): The so-called "children" of Sillith. They are her personal attendants and guards. Many roam the strands of the web, hunting lesser demons and mortal souls with reckless abandon.

Other denizens: All manner of giant spiders dwell in the great web. Faithful drow and drider subjects live on web-suspended islands and in the halls of Ulobor, eternally praising Sillith. Piercers, ropers, hulkers, and purple worms lurk in the tunnels of the cavern walls.

Entrance From the Land of the Dead

The Shadow Rift: The gates to Sillith's realm are not gates at all but a great, shadowed chasm cleft into the surface of the Land of the Dead. Spider demons skitter around the mouth of the rift, guarding against intruders. Shadow demons emerge from the chasm to collect fresh souls, casting them screaming into the pit, where they become ensnared in Ulobor's great web.

Locations

The Orbicularum: A massive cocoon where Sillith houses her favourite prisoners. The souls of once-great kings, conquerors, and heroes are stuck to the inside by dense webbing.

The Hanging City: Blasted ruins suspended in the strands of the web. Mummified bodies wrapped in ragged, ghostly silk dangle from silver threads like marionettes.

The Thousand Eyes: The thousands of shadowed tunnels that honeycomb the walls of the bottomless chasm. Lost souls wander these lightless precincts for eternity, pursued by sadistic demons, hungry monsters, and the hallucinations of their worst fears.

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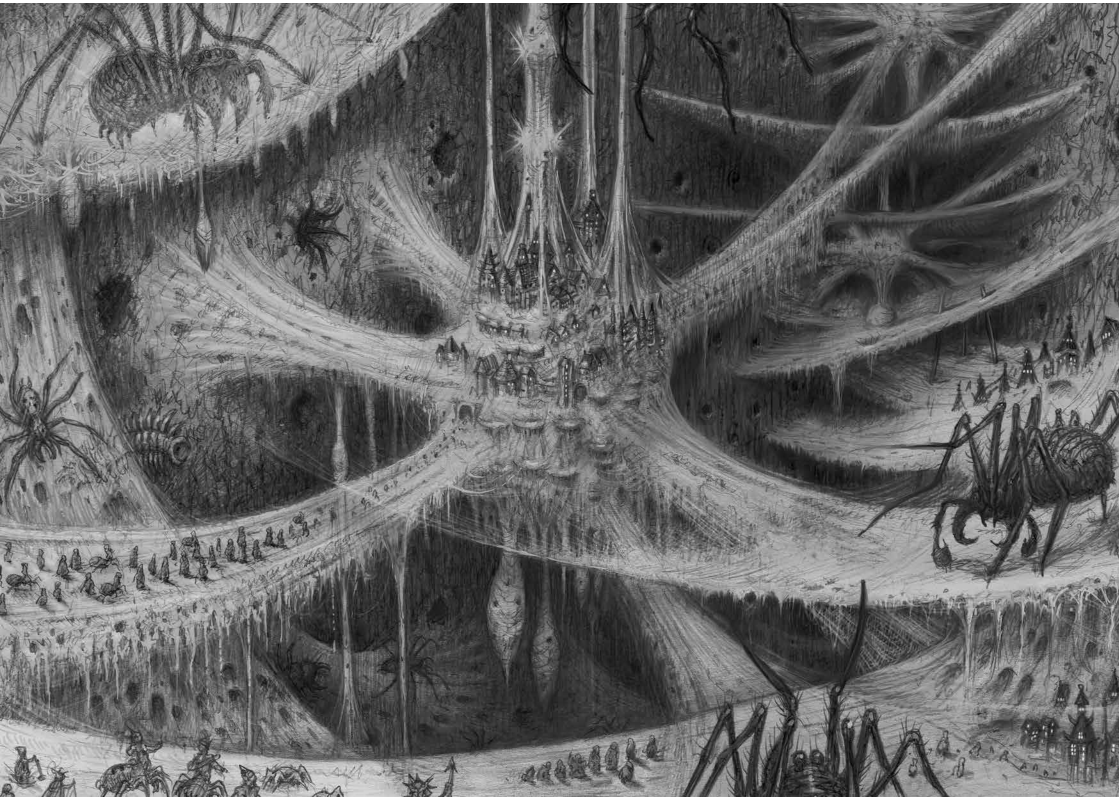
The Grotto of Seduction: A colossal boulder suspended in the chasm's upper reaches, its interior a wondrous geode of gleaming crystals, fragrant flowers, and beautiful attendants who claim to serve the souls who claw their way here. All in the grotto is cloaked in illusion: its enchanting scenery conceals rotting fungus and vermin, and its attendants are hideous demons. Sillith spreads rumours of the grotto throughout the realm, claiming this place is a reward, a paradise for souls strong enough to climb the heights of the web. In truth, it exists only to give trapped souls a last, spurious glimmer of hope before snuffing it out in a final betrayal.

The Obsidian Arena: An arena where mortal souls annihilate each other for the amusement of the demons. The audience especially adores combatants who were close friends or lovers in life. Sillith herself often hosts tournaments here, where ruthless souls may earn her favour.

The Black Temple: The crumbling remains of an ancient ziggurat wrapped in white silk at the heart of the web; an alien monument carved from glassy black stone in the style of a long-dead race. Here, Sillith perches on her throne, weaving her plans into the web's intricate pattern and listening to the countless whispers that vibrate across its strands.

Souls

Mortal souls brought into this realm are snared in the strands of the great web and harvested by spider demons. The timid are wrapped in cocoons, to be dissolved into protoplasmic ooze and consumed. Those of wicked and cunning temperament are set loose to crawl the web in futile quests for escape or the chance to impress the Spider Queen and perhaps become demons themselves.



CULTS OF SILLITH

Cults of Sillith rarely operate in the open. Often they pose as a cult of a benevolent deity while performing rites and sacrifice for the Spider Queen in secret. Sillith cults are sometimes sanctioned to operate openly in high society, where nobles have need of their assassination services. If someone wants someone else dead, a sizeable donation to one of these cults will make sure the problem is solved. In some drow societies, such cults are an established part of the justice system.

Giant spiders move freely within temples of Sillith and are integral to cult practices. Devotees use them as guard animals, harvest their silk and venom, and feed them bodies that need to disappear. To kill one of these sacred beasts is to invite death upon oneself.

Initiation

Prospective members must perform a targeted assassination issued by the cult leader. If the killing is accomplished and meets the standards of the cult, the initiate is welcomed.

Hierarchy

Sillith cults are typically led by a high priestess known as the Matriarch. Cult members who show particular aptitude for killing are trained as Black Fingers of Sillith, assassins skilled in the arts of poisoning, seduction, stealth, and murder. They perform elite assassinations sanctioned by Sillith herself (through the Matriarch) or contract killings for wealthy clients.

Clerical Spell Casters

Clerics and other adventurers devoted to Sillith are treated as follows.

Holy garb: White spider-silk robes or cloak (25gp). Once able to cast 1st level spells, a worshipper may wield a ceremonial dagger made from a giant spider fang (100gp). Once able to cast 3rd level spells, a worshipper may wear a crown made from the legs of a giant spider (150gp).

Cleric weapon restrictions: Dagger, garotte (***p129***), shortbow, spear, staff.

Prayer: Worshippers must draw a spiderweb mandala while praying for spells.

Strictures: Worshippers may never kill a spider.

Alternative Spells

Spider climb: 1st level, replaces *purify food and water.*

Spider silk: 2nd level, replaces *snake charm.*

Creeping shadow: 3rd level, replaces *locate object.*

Envenom: 4th level, replaces *speak with plants.*

Marks of Servitude

Once able to cast spells of a certain level, a worshipper gains an associated trait:

- **1st level spells:** Fingers turn black.
- **2nd level spells:** Beady, red-black eyes.
- **3rd level spells:** Extra set of eyes on face.
- **4th level spells:** Face no longer expresses emotion.
- **5th level spells:** Patches of glistening black chitin on skin.

SPELLS OF SILLITH

Spider Climb

1st level cleric spell
Duration: 1 round + 1 per level
Range: The caster or a creature touched

Grants the ability to climb on walls, ceilings, and webs like a spider.

Movement rate: 90′ (30′).

Restrictions: The subject must have bare hands and feet in order to climb.

Small objects: Objects of less than 50 coins weight stick to the subject's hands and feet if touched. Stuck objects cannot be removed until the spell's effect ends.

Spider Silk

2nd level cleric spell
Duration: 6 turns
Range: 60′

A strand of strong spider silk shoots from the caster's hand. The spell has two usages (chosen when cast):

1. **Attaching to a surface:** The silk secures itself to a surface and can be used like a rope. It is strong enough to hold the weight of three people and their equipment.
2. **Entangling a creature:** The target must **save versus paralysis** or be bound in a cocoon of webs. On a failed save, the target is unable to move or act and can be pulled towards the caster 5′ per round.

Cutting the silk: If successfully hit with an edged weapon, the silk can be cut. It has AC –1 [20]. Outside of combat, the silk can be cut in 1 turn (no attack rolls required).

Creeping Shadow

3rd level cleric spell
Duration: 1 round per level
Range: The caster

This spell causes the caster's shadow to elongate, up to a maximum length of 30′ per level. While the spell persists, the caster can see, hear, and speak through the shadow.

Movement: The caster can direct the shadow to bend around corners and move through small holes and cracks.

Detection: The shadow has a 90% chance of moving undetected through dark or shadowed areas.

Concentration: Is required to maintain the spell. If the caster moves or loses concentration, the spell ends.

Envenom

4th level cleric spell
Duration: 1 turn per level, until effective
Range: Touch

This spell has two usages (chosen when cast):

1. **Weapon:** A weapon touched by the caster is imbued with deadly venom. On a successful hit, the target takes damage as normal and must **save versus poison** with a –2 penalty or die.
2. **Creature:** When cast on a creature, the subject grows a pair of fangs able to deliver deadly venom with a bite. The fangs inflict 1d4 damage, and the target must **save versus poison** with a –2 penalty or die.

Single use: Once a victim has rolled a save against the poison (whether they fail or succeed), the spell ends.

DEMONIC CAMPAIGNS

The material in this section—Religion and Cosmology, Campaign Frameworks, Adventure Scenarios, and multiple examples—forms a toolbox for the referee planning a demon-themed campaign. This example depicts pulling together elements from this section and the book as a whole.

Religion and Cosmology (*p66*)

The referee chooses the pantheon approach, selecting 9 deities: 4 Lawful, 4 Chaotic, and 1 Neutral. The Lawful and Chaotic deities each personify an aspect of human nature.

Demon lords: The referee selects the following 4 demon lords as their Chaotic deities: Bethgor (incarceration and punishment), Drazoggoth (war and destruction), Infernus (dominion and tyranny), Sillith (subterfuge and secrets).

Relationships: The Chaotic deities are a demonic family. The Neutral deity is mother to them and the 4 Lawful deities and acts as an aloof arbiter of their sibling squabbles and machinations.

Demons in society: Planning a campaign heavy on cults and demonology, the referee decides that the 4 demon lords are openly propitiated on equal footing with the 4 Lawful deities. Small settlements may only venerate one or two deities, but large cities would have temples dedicated to all 9.

Campaign Framework (*p67*)

The referee wishes to set the stage for campaign-shaking events whereby the cult of one deity becomes dominant and attempts to subsume or eliminate all others—a cult conspiracy framework. The referee then considers which cult or cults are behind the coup.

Infernus: The demon lord of tyranny is the obvious choice of mastermind.

Sillith: The referee decides that Sillith is also involved, initially aiding the schemes of Infernus. For an unexpected twist later in the campaign, the referee decides that Sillith plans to betray Infernus at a climactic moment, vying for final dominion.

Adventure Scenarios (*p74*)

Taking inspiration from the example campaign framework *The Demon You Know* (***p68***), the referee plans for characters to come across mysterious activity related to Infernus and Sillith in their initial adventures. If PCs follow up on these threads, they may begin to uncover the conspiracy.

The first adventure: The referee designs a dungeon in the crypts of a ruined temple in the wilds outside a small town. The PCs are hired to eliminate undead and other monsters haunting the place. (This is a "clearing ruins" scenario, as mentioned in the ***OSE** Referee's Book*.)

Further hooks: In the deepest level of the crypts, players may find the lair of Sillith cultists and discover their infiltration of a Lawful cult in the nearby town. (Leading to an "uncovering a conspiracy" scenario.)

And from there: Deeper, darker adventures ensue. Will they culminate in unequivocal triumph? Pyrrhic victory? Salvation? Damnation? The referee guides; the players decide.

BRENDAN ELLIOTT

RELIGION AND COSMOLOGY

When planning a campaign involving demons, consider which demon lords exist in the setting and how they relate to each other and to human and demihuman cultures in the world.

Choosing Demon Lords

This book presents 8 demon lords, covering a range of common demonic archetypes. Whether all 8 demon lords exist in the campaign setting depends on its overall conception of deities and religion. Some examples follow.

Myriad deities: Scores or hundreds of deities exist, including some or all of the demon lords in this book, alongside many other Chaotic deities—perhaps even new demon lords of the referee's design. Cults are prevalent, and individual deities are often worshipped only in specific regions or cities.

Pantheon: A limited pantheon of around 12 deities, including a selection of the demon lords in this book. Worship of the pantheon as a whole is normally widespread, though specific regions or cities may favour one patron deity over others.

Dualistic opposition: A single demon lord exists, in opposition to a single Lawful deity. Worship of the demon lord is typically forbidden, only practiced by secretive cults scheming to corrupt and eventually dominate society.

Relationships and Mythology

After determining which demon lords exist in the campaign, consider how they interrelate. Are any in opposition? Do any work together? Are any dominant over others? Some examples follow.

Chaotic opposition: As beings of ultimate Chaos, all demon lords oppose each other. Wars between demon lords and their cults are common.

Infernal hierarchy: A single demon lord rules over the others as Lord of Hell. Subservient demon lords pay the ruler tributes of treasure and souls, and all scheme to usurp and seize the crown for themselves.

Demonic family: The demon lords are members of the same divine family, either with one or two as parents, or all spawned from an older god, now deceased. Complex histories of sibling rivalry, betrayal, and reconciliation continue to play out.

Demonology and Cults in Society

Finally, consider the prevalence of demon cults and society's attitude towards those who have dealings with demons.

Openly practiced: Propitiating demon lords is commonplace, as folk make sacrifices to avert misfortune and doom. Cultists commune with demons, and high priests summon them as guardians and assistants.

Obscure and occult: Demon cults are known but uncommon. The magical arts of summoning and treating with demons are an obscure branch of occult study.

Reviled and taboo: Those who truck with demons are regarded as heretics and, if uncovered, are hunted down and brought to justice.

CAMPAIGN FRAMEWORKS

While demons and evil cults might occasionally be encountered in any standard ***Old-School Essentials*** game, in some campaigns they serve as the primary antagonists. Some example frameworks for such demon-centred campaigns are described here. These can be used as the conceptual basis of a new campaign in planning or introduced as themes in ongoing games.

Evil Overlord

Using occult grimoires and demonic artefacts, a high-level magic-user or cleric with demon minions seeks to seize control of the kingdom. Consider the would-be overlord's aims and stronghold, which demon lord they are allied with, and factions or NPCs that might ally with or oppose them.

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Cult Conspiracy

A demon-worshipping cult is gaining in power, and its sinister goals have almost come to fruition, threatening civilisation from within. Consider the cult's aims, how long the conspiracy has been brewing, and whether it has corrupted powerful allies (e.g. nobles, law enforcement, Lawful religions). ***The Demon You Know, p68*** presents an example of a cult conspiracy campaign.

Demonic Invasion

Demons are massing for invasion, using a magical portal that leads from their home plane directly into the Material Plane. Human and demihuman cultures are fighting to save their kingdoms. Consider the origin of the portal, how it might be closed, and how far along the invasion is (e.g. brewing, early skirmishes, full-scale war).

Hell on Earth

Demons have conquered large regions of the campaign world, bringing whole kingdoms under the sway of the infernal planes. Consider when and how this conquest occurred, which demon lords were involved, and to what degree demons are physically present versus exercising power remotely. ***Against the Hordes of Hell, p70*** presents an example of a hell on earth campaign.

Campaigns in Hell

A campaign might be set exclusively in a demonic Outer Plane. PCs might have to undertake long and perilous journeys into a demon lord's domain, or play may begin with PCs as captives in hell, trying to escape. ***Cold Souls, p72*** presents an example of a campaign set in the hellish plane of Zonth.

THE DEMON YOU KNOW

Example Cult Conspiracy Campaign

Yleim, known as the White City, stands as the greatest city in the realm. Every inch of its white marble towers and sprawling palaces is a testament to art and human ingenuity. Beneath its pristine exterior, however, seethes a secret demonic infestation.

20 years ago, beneath Yleim's sprawling tunnels and sewer system, knights tracked a demonic creature to a quickly expanding hellmouth into Xarxus (***p30***), realm of the demon lord Drazoggoth (***p28***). As the knights struggled against the slavering demon forces that surged through this portal, seers determined that only the chains of the demon lord Bethgor (***p22***) could close the gate. To protect Yleim's sovereignty, its theocracy made a dark pact with the Father of Chains.

Thus, the cult of Bethgor infiltrated the city at its highest level, impersonating the churches of Law while operating behind closed doors. Since then, the cult's rituals have staved off Drazoggoth's demons, but in exchange, Bethgor has demanded greater and greater sacrifices. His insidious power now seeps out into the cold light of day, infecting Yleim's streets and blackening its heart.

Factions

Church of Onris, god of seasons: The Lawful, theocratic power centre of Yleim. Its clergy dwell in palatial, spired cathedrals. These priests maintain an illusion of control while their faithful servants dwindle. They originally saw their bargain with Bethgor as merely a "season spent in coldness" but worry now that their deal is worse than the problem it was meant to fix.

Cult of Bethgor: A secret power centre. Its adherents hide behind the facade of Onris while building secret prison dungeons in tribute to their dark lord. Citizens in all walks of life hold ties to the cult. To honour their dark lord, they plan a massive sacrifice in a public space.

The Autumn Guard: Knights and soldiers in the city's service. Their number is wholly co-opted by Bethgor's cults; they act as the cult's enforcers. Visible crime in Yleim is nearly non-existent, as anyone "out of place" is quickly taken as a dark offering to a demonic prison dungeon.

Drazoggoth's minions: Demons without number—bringers of mindless destruction who threaten to spill into the mortal realm and devour it like locusts.

Campaign Setup

The player characters are fortune-seeking adventurers from outside the city. In their adventures, they keep stumbling upon Bethgor cult activity. This prolific cult seems to be everywhere: summoning demons, kidnapping citizens, and torturing them in secret prison chambers.

Secrets gleaned from these interactions suggest that the cult may be connected to one of Yleim's greatest cathedrals. Curious PCs who pursue this information discover massive demon-haunted prison dungeons beneath the city itself. Further exploration reveals a conspiracy that reaches all the way to the city's ruling elite.

Persistent PCs who can't be dissuaded or otherwise silenced are finally brought into the fold. City leadership reveals the rift to Xarxus and the bargain made with Bethgor. PCs must choose how to proceed: do they combat the Father of Chains or lend their swords to his dark rituals? Do they seek other avenues of binding the rift or do they enter Xarxus itself to wage war against Drazoggoth's demonic power?

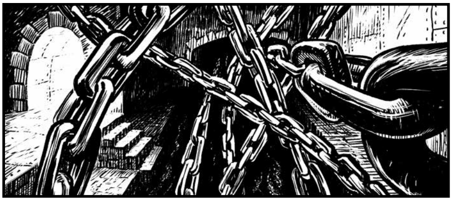
Locations

Yleim: A grand and beautiful city built on a hilltop in white stone. Its wide streets are impeccably clean and always a bit too quiet; at any time of year, visitors wonder if they're visiting in the off-season. Four archbishops comprise the city's theocratic governing core: one from each of the four season-themed cathedrals which frame the city. Silent knights in white armour parade their stallions between the cathedrals at dawn and dusk. Beneath the city's spotless facade, Bethgor's swollen legions press against the limits of anonymity.

Shormm Keep: Ancient goblin-infested ruins in the borderland wilderness. Legends of a magical black blade interred in its crypt lure adventurers to its depths. A splinter cult of Bethgor dwells in the Keep's prison wing, ritualistically imprisoning goblins and heretofore missing adventurers.

Guttvork Mine: A shuttered dwarven silver mine, 5 days' travel from Yleim, rumoured to still contain silver and gems. Beyond the dwarven zombies that still haunt its claustrophobic shafts lies a secret Bethgor prison. A calcabrina (***p88***) keeps intruders from getting close to a secret prisoner: Bishop Kearney of the church of Onris, kidnapped from Holgate Cathedral.

Holgate Winter Cathedral: A spectacular church of Onris built from white stone in the heart of Yleim. Its sanctuary stands strangely empty at all hours. A massive, multi-level prison dungeon hides beneath this church, operating as a major hub of operations for the Cult of Bethgor. At the lowest level, an unblinking bone devil (***p88***) perches in the middle of a massive panopticon which echoes with the moans of its residents.



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The Chains: Massive chains, as thick as horses, run through the sewers of Yleim, linking homes and businesses touched by Bethgor's evil. They converge and concatenate in a maze-like nest: a dungeon of chain, iron plates, and blood-stained stone. Beyond the dungeon's chain devil nurseries and grinding gears, the rift to Xarxus throbs, sealed by Bethgor's strongest bands.

The Rift: Beneath the shackles of the chains lies the portal to Xarxus itself. On the other side, legions of demons led by Drazoggoth's balor (***p85***) war dukes dwell in bloodstone castles, warring with each other even as they prepare to invade the mortal realm.

The Sealed Academy: A shuttered school of magic on the outskirts of Yleim, guarded by living statues and haunted by vengeful students who died in a terrible magical experiment. Its sub-basement library contains tomes of demonic power. Seers speculate that the library may possess instructions and means for communing with gods, demons, and other distant esoteric beings.

The Colosseum: A sprawling, tiered stadium. Built for chariot racing, it will soon have a darker, final purpose: as the site for a planned mass sacrifice to Bethgor. The Cult secretly constructs a dungeon-sized machine out of iron, stone, and golden thread beneath the stadium field. On the solstice, at the Great Chariot Invitational, the machine will activate, and the Colosseum will sink beneath the earth; thousands of Yleim's citizens will be seized by demons and imprisoned as an offering to the Father of Chains.

AGAINST THE HORDES OF HELL

Example Hell on Earth Campaign

One year ago, a united army of demons invaded the campaign's world in the Material Plane. The forces of Law could not stop them, and most of the humans and demihumans who fought back were wiped out.

Now the demons have established their kingdoms in the mortal realm, slowly shaping the world into a grim reflection of their own. The few mortal settlements that remain are mere points of light in the all-consuming darkness. With their common enemy all but defeated, the demon lords have begun to turn on one another. This campaign framework may culminate in the player characters going up against whole armies of demons and world-ending threats.

Factions

Demons: A united force of demons loyal to three separate demon lords—Drazoggoth (***p28***), Phranax (***p52***), and Sillith (***p58***)—all in turn led from the shadows by the demon lord Infernus (***p40***). Their ultimate goal is total dominion of this world—so far, they are succeeding.

Humans: In the wake of the invasion, their capital was conquered by the cult of Sillith. Many survivors turned to the cult's side, seeking power over other humans or simply survival. Some of these cultists may still be turned back to the light if Sillith's influence is lifted from their city.

Dwarves: Most of their kind were killed or enslaved by Drazoggoth, and the remaining free dwarves have shut themselves off from the outside world. They want to liberate their captured fellows but do not know how.

Elves: Reclusive woodland dwellers, all but trapped within their last remaining settlement as the corruption of Phranax consumes their forest. They are led by an order of druids who stave off the blight with their magic but cannot do so forever and need outside help.

Baelzarath: A rogue pit fiend (***p109***) who dreams of overthrowing Infernus to become the new Lord of Hellfire. He has established his own fortress on the PCs' world and offers information and magical power to mortals who assist him in sabotaging the efforts of the demon lords.

Campaign Setup

The player characters are sent on a quest by the Wizard of Harth to liberate the mortal races, in the hopes that together, they could stand against the demonic threat. The characters begin in Harth and make their way to one of the demonic dungeons, where they deal with one of the demon factions and gain the allyship of one of the mortal races.

Visiting additional dungeons, the players eventually perceive the influence of Infernus (discovering Nethrian demons advising the other demonic factions, items and iconography associated with Infernus, etc.) and realise that it is the Lord of Hellfire who is directing the other demon lords in their takeover of the mortal realm. Once the PCs have journeyed through each dungeon and gathered their allies, they can move against Infernus to hopefully banish the demons from the Material Plane for good.

Throughout the adventure, the characters can also be directed by other NPCs to seek out Baelzarath to use his help against the other demons. However, gaining his trust would require completing some morally dubious tasks.

Locations

Harth: A mortal village born from a refugee encampment. The closest thing this place has to a leader is the Wizard of Harth: Tal Khazan (10th level magic-user). Ageing but strong-willed, he has cloaked the village in a powerful illusion. Tal Khazan wishes to send brave adventurers to nearby safe havens to unite the mortal races against the demons.

Stormgard Castle: A human port city festooned in giant spiderwebs. The demons of Sillith and their loyal human cultists control the city from the ducal palace, which they have transformed into a gargantuan, blasphemous nest. In order to reach the palace, PCs will have to navigate the maze-like streets, evading giant spiders and other demonic minions. The duke and many of the citizens are still alive deep within, trapped in wriggling cocoons.

Thorbazund: A minor dwarven fortress. The surviving dwarves within have used its fortifications to wall themselves off from the outside world. They will only allow people in if they can prove they are not demon-tainted. The dwarves need outside help to free their fellows from enslavement in the Black Forge.

The Black Forge: Formerly the capital city of the dwarves, now conquered by Drazoggoth. Enslaved dwarves toil endlessly here, crafting armaments and siege weapons for the Prince of Slaughter's armies. The halls of the fortress are teeming with demonic soldiers and hellish automata. The balor (***p85***) Azzurach dwells in the lava caves in the deepest level, fuelling the forges with his own hellish flames.

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Falinor: An elven village hidden in the boughs of what was once a great forest. This place is a bubble of verdant trees in a swamp of stinking bogs and giant fungi. So far it has been spared from the demons' corruption by a ring of magical standing stones maintained by the elven druids. They seek to drive out the demons with a ritual of purification but need someone to retrieve blessed water from the Temple of the Moon to complete it.

The Temple of the Moon: Formerly a temple to an elvish god of the moon and wilderness, now seized and desecrated by demons of Phranax. They have transformed the surrounding woods into a foetid swamp. The hezrou (***p98***) Phlyctus leads the demons from the heart of the temple, having corrupted its sacred pool into a cauldron of putrid disease. If he is killed, the corruption can be lifted.

The Shrine of Hellfire: A massive subterranean temple built to honour the Lord of Hellfire. Mortal cultists and infernal demons amass souls in the temple's heart to empower the demonic forces. Representatives from each of the other demonic factions can be found here.

The Shadow Cathedral: A ruined cathedral, now the lair of the rogue pit fiend Baelzarath. Baelzarath is amassing his own cult and seeks to ultimately overthrow Infernus. He is willing to ally with mortals who prove useful in his schemes, but Infernus would surely reward the ones who slay him.

COLD SOULS

Example Campaign in Hell

PCs are dead souls who find themselves in Zonth (***p18***), the frozen hell of Avaraz (***p16***), after dying in the mortal world. Characters must attempt to survive in this deadly arctic hellscape. A hidden, mysterious settlement called the Wax Castle provides some semblance of safety. But such comforts in hell don't come cheaply; PCs will need to raid the frozen dungeons of Zonth to fund their survival and any chance of escape.

Campaign Setup

Player characters are dead souls, delivered in frosted glass jars on demon-pulled sledges to a Zonth processing facility after a long, freezing journey from the Land of the Dead. Icy minions of Avaraz round up the arrivals to place them into stasis and extract their memories for the Frozen Library's archives. PCs must escape their captivity and find resources to defend themselves and survive the inhospitable climes of Zonth.

Loose souls in Zonth are treated as vermin: inevitable but unsightly creatures who scrape for existence in the dark corners of that world. PCs who encounter other loose souls may have the opportunity to learn of the Wax Castle: a mysterious pocket demi-plane beyond the ken of Avaraz. If the PCs can reach it, the Wax Castle serves as both a home base and an additional source of conflict. The player characters soon learn that its denizens are neither charitable nor hospitable; the organised power structures of the Wax Castle require coin and careful social manoeuvring to navigate, with both gold and memories serving as currency.

From the Wax Castle, PCs may launch expeditions into Zonth's myriad libraries, frozen-soul repositories, and notable locales stolen from across history. Looted treasure and stolen memories fund more ambitious and far-reaching journeys towards the ultimate goal of escaping from hell and returning to the mortal world.

Factions

Avaraz and her minions: Avaraz wishes to maintain cold control of her realm, absorb all knowledge from her dead souls, and place all life in motionless stasis. Anything in opposition to this goal deserves extermination.

Dead souls: The newly dead who appear in Zonth. While the majority are scraped of memories and trapped in stasis, a small fraction are able to escape the initial "soul intake" process and eke out a meagre living in dark corners of the ice hell. All dream of escaping to the mortal realm.

Warm Hands: A faction of dead souls, based in the Wax Castle, ostensibly allied against Avaraz. They operate like an organised crime syndicate, with soldiers and lieutenants. In truth, the Warm Hands' leadership has grown comfortable and complacent and has no real desire to battle Avaraz. They quietly avoid rebellion, affecting revolutionary airs to retain the loyalty of their soldiers. Some high-ranking members even bargain with Avaraz's demons, scheming to betray their order for the reward of demonhood.

Void Monks: A school of worship among some inhabitants of the Wax Castle. To combat Avaraz, these monks empty their minds of thought and form and seek to destroy Avaraz's hoarded knowledge. They have secret origins in Oblivex (***p48***), the realm of the demon lord Ooyxblix (***p46***), and believe the Wax Castle to be a lost fragment of that domain. Their liberation and destruction of memories from Avaraz's towers often puts them at odds with Warm Hands.

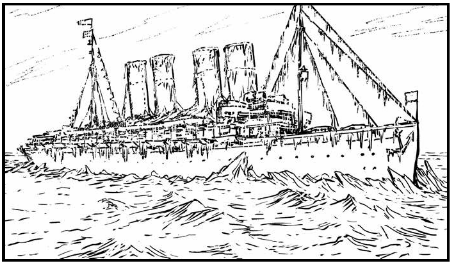
The Frozen: Throughout history, Avaraz has claimed structures, populations, and even entire cities. These historical entities are encased in ice and spirited away to Zonth. Some of their peoples still haunt these locales—drifting through routines in an unblinking half-life.

Locations

A frozen library, one of many: PCs begin here, delivered from the Land of the Dead after a weeks-long journey across hellish tundra. There they huddle, naked and awaiting complete memory harvest and placement into deep freeze stasis. Tzarois (***p113***) and cryogons (***p90***) corral souls from the blood-splattered arrival shaft into coffin-like tubes of sub-zero liquid. Bold PCs may find opportunities to rebel and escape. Opportunistic lieutenants of Warm Hands sometimes lurk in the frozen halls, seeking to indenture desperate newcomers into exploitative labour agreements in the relative safety of the Wax Castle.

The Wax Castle: A demi-plane that wholly exists within a three-storey castle of slowly melting wax. Some residents speculate on the presence of secret rooms or entire wings sealed behind opaque waxen walls. The Wax Castle is only reached through a simple but painful ritual wherein mortal blood is poured into fresh snow (making it both accessible from Zonth's prolific snow plains but barred to its demonic natives). Warm Hands, Void Monks, and other lesser factions vie for resources in the finite space of the castle's unlit interior.

Cryogon Cavern: A memory storage facility. Valuable memories, etched onto sheets of crystalline ice, are filed away within the dungeon's shifting halls and chambers. The walls are built from cryogons; if PCs attract too much attention, the dungeon itself animates to rebel against its intruders.



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The Iron Ship: An enormous ice-bound steamer ship from another time and place, imprisoned in the Ocean Primorida (***p18***). Golden otherworldly treasure hides in its princely staterooms, but seekers must beware the ice devils (***p100***) that haunt its passageways. Throngs of disoriented Frozen passengers and crew members wander the ship's halls, still believing themselves to be out at sea.

The Six Sisters: Six towers, each controlled by one of a brood of frozen archivist (***p96***) sisters. These siblings maintain a competitive relationship that borders on open violence. Each attempts to accrue the most meaningful collections of memories and cultural relics to impress their mother: none other than Avaraz herself. The towers each house glittering treasures, archives of notable memories, and demonic soldiers. Cunning PCs may be able to ally with one or more sisters to foment war in Zonth.

Reria: The massive frozen city (***p19***) and urban megadungeon. At its lowest depths, within a secret subterranean palace (which has a layout strangely similar to the Wax Castle), there stands a forbidden door said to lead to another plane.

The Silver Ship: A castle-sized silver saucer from the stars, crashed into the Ocean Primordia and entombed within an iceberg. Its existence is a secret closely guarded by Avaraz and her most trusted lieutenants. If its terrible engine is repaired, it could prove to be an escape vector out of hell and into the infinite void of space.

ADVENTURE SCENARIOS

When designing adventures for demonic campaigns, in addition to the adventure scenarios presented under ***Running Adventures*** in *Old-School Essentials*, the following scenarios are common.

1. Destroying a Demonic Relic

A demonic magical item is exerting evil influence in the world. PCs must procure the item from its guardians and find a means of destroying it (which may entail great magic or planar travel).

2. Escaping From Hell

Whether due to being captured and imprisoned, being unwittingly sucked into a portal, or following a previous adventure, the PCs are trapped in the domain of a demon lord. They must escape and make their way back to the Material Plane.

3. Guarding a Sacred Site

A Lawful holy site is under attack by demonic forces. PCs must defend the location until reinforcements arrive or a sanctifying ritual is completed.

4. Hunting Demons

A cult or NPC has summoned one or more demons and is commanding them to wreak havoc. PCs must first hunt down and battle the (possibly disguised) demons and then locate the lair of their summoner and defeat them.

5. Infiltrating a Cult

PCs must infiltrate a demon cult to discover its plans, steal valuable relics, or rescue prisoners before they are sacrificed.

6. Rescuing a Stolen Soul

The soul of an important NPC is trapped in a demon lord's domain, either having been captured in the Land of the Dead or pledged in a demonic pact. PCs must infiltrate the hellish domain and extract the prisoner. They may be seeking a reward or knowledge that only the prisoner possesses.

7. Sealing a Gateway to Hell

A portal has opened to a demon lord's domain, allowing demons to spill forth into the Material Plane. PCs must find a magical means of sealing the portal forever.

8. Stopping a Ritual

A cult or NPC is planning a ritual to summon or invoke a demon for nefarious ends. The PCs must prevent the ritual from happening, either by destroying or stealing required components or interrupting the ritual as it is in progress.

9. Treating With a Demon

A demon has something the PCs desire, be it treasure, knowledge, or power. PCs must discover the means to communicate with or summon the demon and must then bargain with it.

10. Uncovering a Conspiracy

A demon or cult has infiltrated a Lawful social institution and is corrupting it. PCs uncover clues that all is not well and must investigate and eventually defeat the evil presence. PCs may need to tread carefully to avoid their meddling being discovered.

ADVENTURE SEEDS

This section describes a few example premises for adventures involving demons and cults. These can be developed by the referee into standalone adventures or integrated into larger demonic campaigns (see ***Campaign Frameworks, p67***). Three adventure seeds are provided for each demon lord.

Avaraz

A New Ice Age: A cult surrounds a town with cursed totems to Avaraz, transforming its local weather from a pleasant summer to an endless, raging blizzard. The totems are hidden in fraught, inaccessible locales (a haunted cave, an evil noble's mansion, a goblin-occupied ruin). Can the party destroy them all before the town succumbs to an icy doom?

Frozen Memories: A new cult has appeared in town: the Church of Crystal Purity, which claims to offer succour to those who have experienced great loss and tragedy. Those "healed" by the cult become emotionless husks stripped of their memories. Can the PCs brave the cult's lair and reclaim its victims' stolen minds?

Wizard Heist: The wizard Mizzerah the Mad hires the PCs in the wake of the mysterious, fiery death of her greatest rival, Triskai the Wise. Mizzerah has divined that Triskai's soul and magical knowledge now reside in a most hellish repository: the ice-bound vaults of Zonth (***p18***). PCs must step into Zonth through a magical gateway the wizard has prepared and return with the soul to receive their reward.

Bethgor

Dungeons of the Undercity: Residents of a city are going missing. The disappearances began with poor vagrants, but now more noticeable citizens (e.g. familiar NPCs) are gone too. People claim there is a ghost about and that they can hear its haunting wails at night. In reality, a hidden cult of Bethgor is imprisoning the abductees in their subterranean lair; the screams are those of the tortured captives. PCs must delve beneath the city to bring the sins of Bethgor's cult to light.

Prison Break: The PCs are arrested on false (or true) charges and shipped off to the Black Rock, a merciless, inhumane island prison run by Bethgor cultists. The characters must escape their cells and find a way off the island while evading their relentless, torture-obsessed captors.

A Paladin in Hell: The noble paladin Lady Holdrin succumbed to her wounds after defeating a high priest of Bethgor in an epic battle. Her soul was then captured by erinyes and imprisoned in Carcerus (***p24***). The clerics of Lady Holdrin's holy order have hired the PCs to infiltrate the Iron Labyrinth via a portal spawned by a magic ritual, then rescue the paladin's soul from that demonic prison.

Drazoggoth

Welcome to the Arena: The party is captured by the Brotherhood of the Burning Blade, a Drazoggoth-worshipping warrior cult. They must fight a succession of cultists and unholy beasts in the Brotherhood's blood-drenched arena. Should they survive, they must then overcome a gauntlet of more demonic foes to finally earn their freedom.

The Black Blade: A knight foolishly made a deal with Drazoggoth for the power to destroy his enemies and was granted Skullbrand, a powerful, unholy sentient sword. The sword slowly corrupted his mind, transforming him into an evil warlord leading a ruthless band of brigands empowered by demonic magic. The PCs must destroy the sword to free the knight and end his tyranny.

Darkness Under the Mountain: The dwarven city of Dunboraz is in peril! Scouts report that their duergar enemies have summoned a towering, fire-eyed levox (***p103***). The duergars plan to send this behemoth to lay waste to the city's fortifications, clearing the way for their army to slay and plunder in its wake. The dwarven king conscripts the PCs to banish the levox, then find the lair of the duergar demon summoners and defeat them.

Ghursag

The Most Dangerous Game: The PCs and other locals are captured by the Order of the Claw, a cult of Ghursag. The cult releases them into their private hunting wood as quarry for their initiates. The PCs must escape the forest, evading hunters and potentially rescuing NPCs along the way, or end up as sacrifices to Ghursag.

Night of the Blood Moon: A pack of wereboars plans to lay siege to a forest temple on the night of the blood moon in order to destroy it and infect its priests with their curse. The PCs must keep the lycanthropes at bay as the priests race to perform a ritual to inscribe a magical silver circle around the temple that will repel the beasts.

The Tunnels of Turmoil: Local iron mines have shut down after a horde of quasits (***p110***) attacked the miners. The demons were summoned by a lone druid who lives in the nearby wilderness, now turned demonic cultist by the whispers of Ghursag. The mayor offers PCs a reward to venture into the mines and slay the demons.

Infernus

Skeletons in the Closet: A local nobleman made a bargain with Infernus for power but has neglected to pay his end. The PCs are approached by a disguised incubus who offers them a job: ruin the nobleman's life, but don't kill him. The demon knows of some dirty secrets hidden in the nobleman's castle that could do just that. "Do this," says the mysterious patron, "and a hefty reward is yours."

The Fires of Revolution: Oppressed by a local despot's rule, a group of peasants have formed a cult of Infernus, worshipping him in exchange for the power to depose this tyrant. PCs are approached by law enforcement to end this rebellion in its infancy, in exchange for a handsome payment. They face a choice: help the tyrant and staunch the demonic corruption, or aid the demon-worshipping rebels in overthrowing their cruel overlord?

A Demon in the Throne-Room: Good King Balderich has changed in recent months, from a just and generous ruler into a dour, iron-fisted sovereign. His subjects claim that he has been possessed and that his sinister advisor is to blame. The advisor is secretly a priest of Infernus, using his unholy powers to influence the king's mind. The PCs must infiltrate the castle, overcome the advisor and his hidden cultist allies, and dispel the demon to save the kingdom.

Ooyxblix

Sepulchre of the Slime God: A cult known as the Seventh Eye is secretly kidnapping people and carting them to a half-sunken fort in the swamps outside town, where the victims are sacrificed to feed the cult's newly summoned ooze demon (***p108***). The demon grows with each absorbed body and will soon be large enough to consume entire settlements, unless the PCs can stop the cult.

CORY HAMEL

Corruption in the Sewers: A cult of Ooyxblix-worshipping troglodytes lairs in the sewers, preparing a ritual that will sink the entire town on the surface into a massive slimy pit. The PCs must navigate the flooded, maze-like sewers and defeat the troglodytes' three mutant ooze-priests before they complete the ritual.

The Obelisk of Ooyxblix: A warren of slime-infested caves has opened up in the hills near town. The caves were formed by an otherworldly black obelisk that lies deep inside; corrosive slime and ooze monsters bleed from it, dissolving passageways in the stone. Any creatures touched by the emanations are liquefied and debased into half-slime monstrosities. The PCs must destroy the unholy monolith before this slime-plague bleeds into civilised lands.

Phranax

In Search of a Cure: One of the PCs has been afflicted with a deadly, magical, flesh-curdling disease. The only known cure is a flower that grows in the unholy, pathogenic realm of Malfflesia (***p54***). The adventurers must journey there and retrieve a flower or make a deal with a demon to acquire one.

The Spire in the Swamp: A portal to Malfflesia has opened in a swamp, allowing purulent, plague-infested demons to spew into the mortal world. The demons have constructed a tower of solid mud around the gate to serve as their stronghold, as they invade and contaminate the surrounding lands. PCs must find a means to get past its demonic defences and seal the gateway for good.

The Plague Bringer: A horrible disease is sweeping through town, causing people to waste away in their beds. In reality, the disease is being caused by a hezrou (***p98***), summoned by the local wizard and commanded to spread illness so that the wizard can sell the people his magical cures. The party must discover the source of the plague and stop the wizard's schemes.

Sillith

Caught in the Web: Sillith cult assassins-in-training are luring unsuspecting citizens into secluded locations, then murdering them to prove themselves to their cult superiors. One of the assassins' high-profile targets has evaded them thus far; she is willing to pay the PCs generously to find the cultists' hideout and get rid of them.

Against the Cult of the Spider Goddess: Sillith worshippers have infiltrated the local Lawful temple, killing and replacing its clergy with magically disguised cultists. They keep a hidden shrine in the tunnels beneath the temple, where they take captured victims to be sacrificed. PCs must defeat the cult and rescue the captives before their souls are claimed by Sillith.

The Search for the Lost City: The party hears tales of an abandoned ancient drow city rich with treasure, but no one knows where it is. Scant records of the city show that its people venerated Sillith. The PCs must find a means to summon a demon of Sillith and learn the location of the lost city from them.

MONSTERS

This section catalogues unholy entities with which a referee can challenge players—from conniving imps to the colossal levox. In this example, a referee uses the bestiary to stock a ruined keep, dungeon, and surrounding wilderness with invading demons.

Thematic Monsters

Deciding that the demons will be affiliated with Drazoggoth, the referee selects demons designated thus in this section: balors, bearded devils, blagraffs, cultists, cult warriors, cruoritons, mariliths, quasits, vrocks (flying scouts?). They also take thematic creatures from the *OSE Referee's Book*: duergars (forging armour for the demons?), manticores, and nightmares (mounts for the demons?).

Wilderness Encounters

To represent the increasing influence of the demons as the party draws nearer to their lair, the referee chooses to divide the wilderness into 3 sub-areas, with a growing proportion of demons in the encounter tables of each.

Outskirts: A region yet to be affected by the demons' machinations. The referee decides to use the Broken wilderness encounter table (see *OSE*) as-is.

Wastes: For the rocky barrens surrounding the keep, the referee decides to use the Broken wilderness encounter table again, but replaces the human and monster results with blagraffs, patrols of cult warriors, cruoritons, and vrock scouts.

Keep surface ruins: This area is the heart of demon activity, so the referee decides it should be teeming with them. They create an entirely custom encounter table using only monsters from this book, focusing on groups of low HD demons (e.g. bearded devils) and a few higher HD demons (e.g. mariliths, vrocks).

Customising the Game

The referee can customise which demon lord each type of demon serves and even change their abilities to match. For example, a vrock affiliated with Avaraz might have snow-white feathers and a freezing breath attack.

Dungeon Encounters

The keep is designed for PCs of 6th–8th level and is large enough that the party should advance with each dungeon level.

Level 1: A maze of tunnels where cultists practice demonology and are watched over by the demons. The referee stocks it mostly with lower HD monsters: large groups of cultists and cult warriors, supplemented with blagraff familiars, patrols of bearded devil guards, and a lone marilith who acts as the level's master and warden of the cultists.

Level 2: The barracks of the demonic legions. The referee stocks it with battalions of cruoritons, bearded devils, nightmares (kept as mounts by the demons) and a few balors.

Level 3: Lava-lit caverns where demonic weaponry is forged, culminating in a hellish gate to Drazoggoth's realm of Xarxus. The referee stocks this level with powerful demons: balors, mariliths, and vrocks—plus large groups of duergars to work the forges.

TYLER PENNINGTON

GENERAL NOTES

Alignment

All demons presented in this book are of Chaotic alignment. This is because, in the Law—Neutrality—Chaos alignment system of ***Old-School Essentials***, Lawful alignment corresponds to moral/good behaviour, and Chaotic alignment to immoral/evil behaviour.

Law and Chaos, Good and Evil

Some groups prefer to use a more detailed alignment system, with alignment defined along two axes: Law—Neutrality—Chaos and Good—Neutrality—Evil. In this system, Lawful alignment corresponds to orderly and disciplined behaviour and Chaotic alignment to individualistic and unpredictable behaviour.

If using this alignment system: Avaraz, Bethgor, Infernus, Sillith, and their minions are Lawful Evil. All other demons are Chaotic Evil.

Demon Lord Affiliation

Monsters are labelled with the icon of the demon lord in whose domain they dwell. (In the PDF edition of this book, these icons are hyperlinked to the demon lord.)

Languages

The Demonic tongue is the common language of the hellish Outer Planes. All demons speak this language, or a dialect thereof, and its use has spread to the Material Plane via Chaos cults and demonologists.

Persons

The following monsters in this book are classified as persons (see *Old-School Essentials*): cult leader, cult member, cult warrior, tiefling.

DEMON RANKS

Demons are classified into three power levels: lesser demons (lower than 6 HD), greater demons (6 HD or higher), and demon lords (HD by individual). All monsters of these types share the following traits. (In the PDF edition of this book, a demon's rank is hyperlinked to the traits listed here.)

Lesser Demons (Below 6 HD)

All monsters noted as lesser demons possess the following traits:

- **Poison immunity:** Unharmed by poison.
- **Energy damage reduction:** Half damage from cold, electricity, fire.
- **Unholy:** Harmed by holy water.
- **Infravision:** 90′.
- **Languages:** Speak Demonic, Chaotic. 20% of lesser demons also speak the Common tongue.

PETER PAGANO

Greater Demons (6 HD and Above)

All monsters noted as greater demons possess the following traits, ***in addition to the lesser demon traits*** listed previously:

- **Mundane damage immunity:** Only harmed by silver weapons, magic, and magic weapons.
- **Arcane sight:** Innately detect magic and invisible within 120′.
- **Telepathy:** Can understand all languages and can communicate telepathically with any sentient being within 120′.
- **Languages:** Speak Common, Demonic, Chaotic.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - **a. Darkness:** 10′ radius area, within 120′. Lasts 1 turn.
  - **b. Dispel magic:** Ends spell effects in a 20′ cube. Effects created by casters of higher level than the demon's HD have a 5% chance per level difference of not being dispelled.
  - **c. Possession:** A victim within 120′ must **save versus spells** or become possessed—see ***p82***.
  - **d. Telekinesis:** Range 120′. Move up to 6,000 coins of weight up to 20′ per round. Creatures may **save versus spells**.
- **Return to plane:** If killed outside of their home plane, the demon reforms there, where they must remain for 101 years.
- **Slaying:** Greater demons can only be truly killed on their home plane.

Demon Lords

All demon lords possess the following traits, ***in addition to the lesser and greater demon traits*** listed previously:

- **Mundane damage immunity:** Only harmed by magic and magic weapons of +3 or greater enchantment.
- **Immune to turning:** Cannot be turned or commanded by clerics, paladins, chaos knights, cultists, etc.
- **Languages:** Can magically speak all languages.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - **a. Teleportation:** To any known location in the same plane or the demon lord's plane of origin. (Unlike the magic-user *teleport* spell, there is no risk of error.)
  - **b. Unholy word (once a day):** Affects all non-Chaotic creatures within 30′. Summoned creatures are banished. Others are affected based on their Hit Dice, as follows. Less than 4 HD: killed; less than 8 HD: paralysed for 1d4 turns; less than 12 HD: paralysed for 2d4 rounds; 12 HD or more: deafened for 1d4 rounds (spells 50% likely to fail).
  - **c. Wishes:** May grant another's wish. (See ***Wishes*** under ***Magic Items*** in ***Old-School Essentials***.)
- **Return to plane:** If killed outside of their home plane, the demon lord reforms there, where they must remain for a decade.
- **Slaying:** Demon lords can only be truly killed using powerful magic on their home plane. The details are described in each demon lord's stat block. If the correct conditions are not met, the demon lord re-manifests within 24 hours.

MAGIC RESISTANCE

As natives of the Outer Planes, demons are beings of exotic magic and have a natural resilience to magical attacks. Some demons' stat blocks include a ***magic resistance*** trait, rated as a percentage.

Rolling Magic Resistance

Whenever a spell or magical effect would affect a demon with magic resistance, it has the listed percentage chance to be unaffected.

When Magic Resistance Applies

Targeted effects: Effects that target the demon specifically (e.g. *charm monster*, *disintegrate*).

Area effects: Effects that target creatures in an area (e.g. *fire ball*, *death spell*). Other creatures in the area are affected as normal—a demon's magic resistance does not negate the magic for others.

Ongoing effects: Effects enchanting an area that the demon comes into contact with (e.g. *hold portal*, *protection from evil*, *wizard lock*). A limited-duration effect (e.g. *hold portal*) is dispelled with a clap of thunder on a successful magic resistance roll, while a permanent effect (e.g. *wizard lock*) is suspended in the demon's presence but returns once they pass.

When Magic Resistance Does Not Apply

Magic items: Are unaffected by magic resistance, though effects they create are susceptible. For example, magic resistance does not disenchant a *wand of fire balls*, but is effective against the blasts.

Demonology: Magic resistance is ineffective against magic circles (***p134***) and magical effects created using an appropriate sigil (see ***p134***).

Lowering magic resistance: Demons can voluntarily drop their magic resistance.

JUSTINE JONES

Failed Magic Resistance Rolls

Even if a demon's magic resistance roll fails, it may still make any saving throws allowed by the spell or magical effect. For example, if a demon is caught in the blast area of a *fire ball* spell and fails its magic resistance roll, it may still **save versus spells** to halve the damage.

POSSESSION

Greater demons can use their possession power to take control of a living creature. When possessing a victim, the demon disappears, turning into a stream of smoke and entering the victim's body.

Control: The demon gains full control over the victim's body, actions, and speech but cannot make them cast spells.

Powers: The demon can use its magic powers while possessing a victim.

Thoughts: The demon knows the victim's thoughts and can access their memories.

Expelling: A demon is expelled from a possessed victim by *dispel evil*, a successful turning attempt (***p144***), a successful *exorcism* ritual (***p137***), or if the victim dies.

Protection: *Protection from evil* renders subjects immune to possession attempts.

SUMMONING AID (OPTIONAL RULE)

Demons optionally possess the ability to magically summon other demons. This can dramatically increase a single demon's power, as an encounter with one can potentially escalate into an encounter with many.

Summoning

Summoning is treated as a magic power that any demon can use.

Frequency: Once per round.

Actions: Summoning requires a demon's full focus for the round. A demon cannot attack and attempt a summons in the same round.

Disruption: Unlike spell casting, summoning cannot be disrupted in combat.

Success: If the summoning succeeds (see below), the summoned demon or demons appear instantly beside the summoner.

Results of Summoning

Lesser demons: 25% chance of summoning another demon of the same type.

Greater demons: 50% chance of summoning either (summoner's choice) another demon of the same type or 1d3 lesser demons associated with their demon lord (see the ***Summoned Lesser Demons by Demon Lord*** table).

Demon lords: 100% chance of success. The demons summoned are listed in each demon lord's stat block.

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Summoned Lesser Demons by Demon Lord

Demon Lord	Lesser Demons
Avaraz	Cryogon (***p90***)
Bethgor	Iron martyr (***p102***)
Drazoggoth	Cruoriton (***p90***, 4-in-6) or bearded devil (***p86***)
Ghursag	Vulprak (***p114***)
Infernus	Vraxagon (***p113***, 4-in-6) or horned devil (***p99***)
Ooyxblix	Lemure (***p102***, 4-in-6) or cerebrux (***p89***)
Phranax	Dretch (***p92***, 4-in-6) or fleshwarper (***p95***)
Sillith	Spider demon (***p111***)

Limitations on Summoning Aid

The referee may apply any of the following stipulations to limit this power:

Frequency: A demon may only attempt to summon aid once per turn.

No recursion: Those summoned cannot themselves summon more.

Social contract: Summoning aid incurs a debt of favour with demons who respond. Demons therefore only use this ability in dire straits.

BESTIARY

Araxilith (Greater Demon)

Fearsome demonic spiders, 10′ tall, covered in wicked barbs, with a row of gasping humanoid faces along their backs. Their pedipalps end in razor-sharp, serrated claws. Opportunistic and sadistic, araxiliths will hunt other demons if they have the advantage. Act as the personal attendants and bodyguards of Sillith.

AC −1 [20] **HD** 12***** (54hp) **Att** [2 × claw (2d4 + crush) + bite (1d12 + poison)] or webs or magic **THAC0** 10 [+9] **MV** 90′ (30′) / 180′ (60′) in webs **SV** D6 W7 P8 B8 S10 (12) **ML** 11 **AL** Chaotic **XP** 5,100 **NA** 1 (1d2) **TT** None

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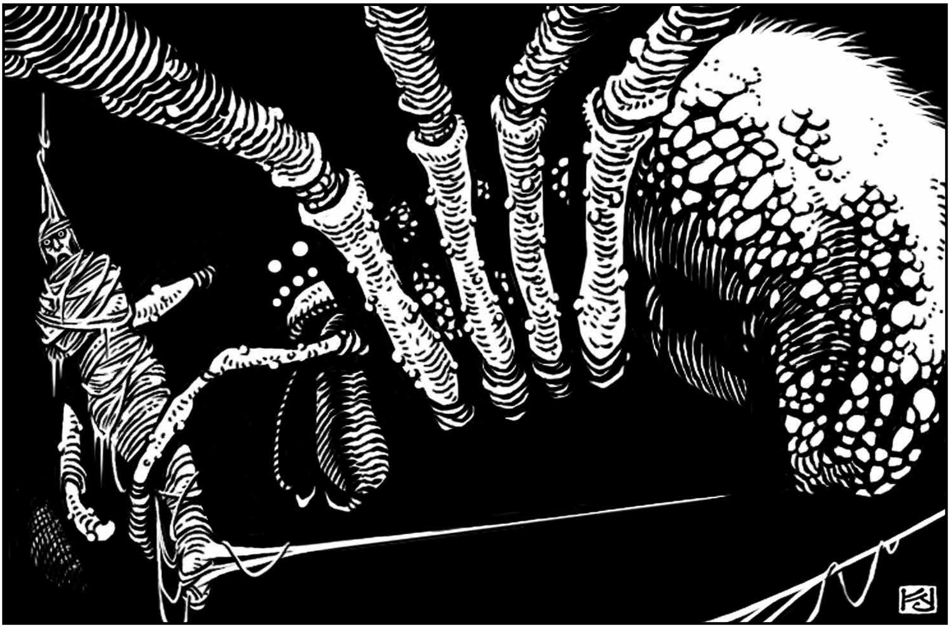
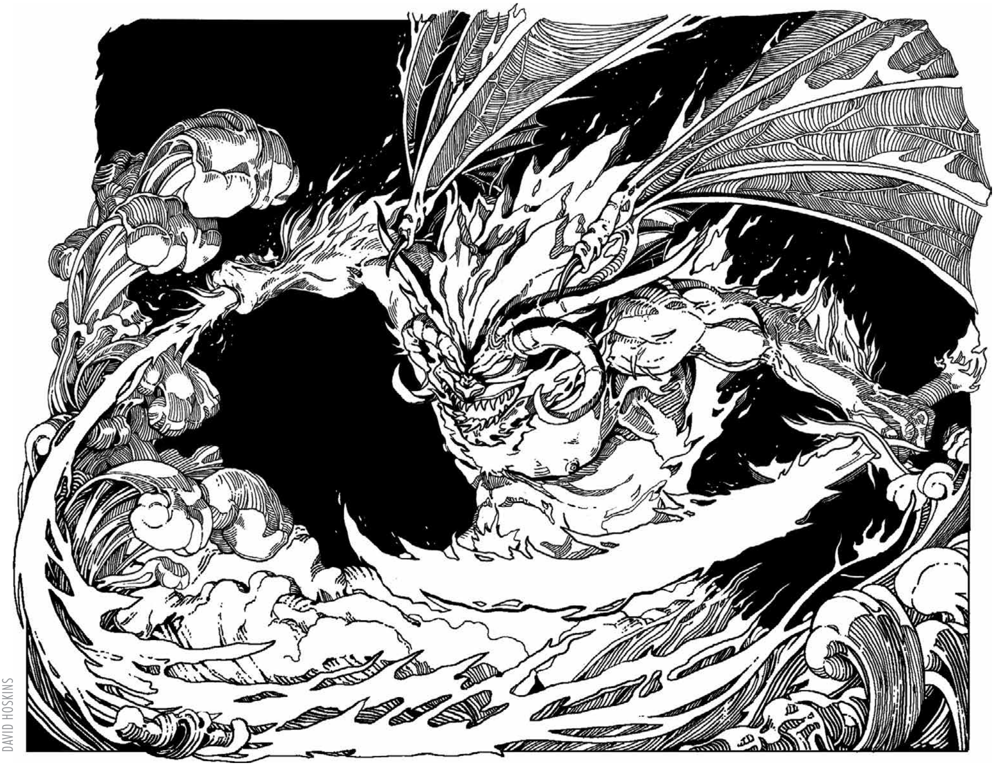
- **Magic resistance:** 50% (see ***p82***).
- **Surprise:** Never surprised, due to constant vigilance.
- **Crushing blows:** On a natural 20 attack roll, the victim must **save versus paralysis** or have their shield or armour destroyed by the blow. The “plus” bonus of magic shields and armour applies to the save.
- **Poison:** Causes death in 1d4 rounds (**save versus poison**). The body of a character killed by this poison completely disintegrates.
- **Webs (4 times a day):** Shoots a volume of sticky webbing, blocking a 20′ cube within 60′. Creatures in the area must **save versus paralysis** or be caught in the webs, entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in 4 rounds. Creatures in a flaming web suffer 2d6 points of damage.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - **a. Phantasmal force:** Per the magic-user spell.
  - **b. Invisibility:** Self only. Cannot attack while invisible.



KENNON JAMES



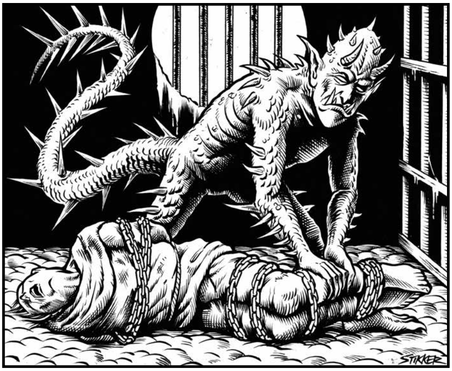
DAVID HOSKINS

Balor (Greater Demon)

Brutal demons formed of an amalgamation of shadow, fire, and embers. Take the form of giant humanoids (12′ tall) with curling, ram-like horns and great, bat-like wings of ash. They wield a jagged sword in one hand and a many-tailed whip in the other. Balors command lesser demons as battle captains on the eternal battlefields of Xarxus.

AC 0 [19] **HD** 8+4*** (40hp) **Att** Sword (1d12+1) or whip (1d6 + immolation) or flame arc (1d8 + burning) or magic **THAC0** 12 [+7] **MV** 60′ (20′) / 150′ (50′) flying **SV** D8 W9 P10 B10 S12 (8) **ML** 10 **AL** Chaotic **XP** 2,300 **NA** 1d3 (1d6) **TT** F

- **Magic resistance:** 75% (see ***p82***).
- **Immolating whip:** Can attack targets up to 20′ away. A target hit is dragged towards the Balor and pressed into its smouldering form, suffering 3d6 damage.
- **Flame arc:** 60′ range. A successful hit sets the target on fire, inflicting 1d8 damage per round until extinguished (requires magic).
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - **a. Fearsome roar:** Creatures within 30′ must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
  - **b. Wall of fire:** Up to 1,200 sq ft, lasting as long as concentration is maintained. Blocks creatures with less than 4 HD. Creatures with 4+ HD can pass through but suffer 3d6 damage.



MATT STIKKER

Barbed Devil (Greater Demon)

7′ tall humanoids with scaly skin and long tails completely covered in wicked thorns, barbs, and hooks. Zealous connoisseurs of pain who serve as guards and gaolers in Bethgor's hellish dungeons.

AC 1 [18] **HD** 8**** (36hp) **Att** [2 × claw (2d4) + tail (1d10 + constriction)] or magic **THAC0** 12 [+7] **MV** 120′ (40′) **SV** D8 W9 P10 B10 S12 (8) **ML** 9 **AL** Chaotic **XP** 2,850 **NA** 1d2 (3d4) **TT** None

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▶ **Magic resistance:** 35% (see ***p82***).

▶ **Surprise:** Never surprised, due to constant vigilance.

▶ **In melee:** Any creature that successfully attacks a barbed devil in melee suffers 1d4 damage, due to contact with its barbs.

▶ **Constriction:** When a tail attack is successful, the barbed devil may wrap its tail around the victim and squeeze, inflicting 2d4 automatic damage each subsequent round. The victim cannot move or act, but may **save versus paralysis** each round to escape.

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Amplify pain:** All injured creatures within 30′ of the barbed devil must **save versus spells** or suffer 1d6 damage and –1 to attack rolls until the end of the next round.

Bearded Devil (Lesser Demon)

Thickly built humanoid demons, 6′ tall, with scaled bodies, reptilian tails and long beards of jagged, metallic wire. They wield serrated pole arms tipped with hooks used to restrain foes. Cruel and brutal, bearded devils act as terror troops in Drazoggoth's armies, throwing themselves into battle with manic glee and little regard for their own lives.

AC 2 [17] **HD** 4* (18hp) **Att** [Pole arm (1d10 or snare) or 2 × claw (1d3)] + beard (1d8) **THAC0** 16 [+3] **MV** 120′ (40′) **SV** D10 W11 P12 B13 S14 (4) **ML** 11 **AL** Chaotic **XP** 125 **NA** 1d2 (1d6 + 2) **TT** None

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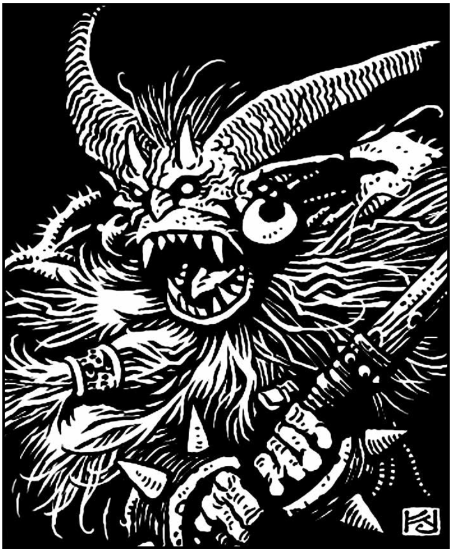
▶ **Magic resistance:** 45% (see ***p82***).

▶ **Snare attacks:** Attacks with hooked pole arm may be used to snare a victim. A successful attack inflicts 1d4 damage. The victim then suffers 1d4 damage per round and may make a **save versus paralysis** once per round to escape. Ensnared victims may not move, cast spells, or attack until freed.

▶ **Beard attack:** Flailing, raking beard can attack a target up to 10′ away.



KENNON JAMES

Blagraff (Lesser Demon)

Diminutive (2′ tall), lumpy, scaled humanoids with a fanged gash for a mouth, a single yellow eye, and a jagged 18″ blade protruding from their heads. When bound as a familiar, blagraffs encourage domination through violence and fear.

AC 2 [17] **HD** 2+2* (11hp) **Att** Head blade (1d6+1) or bite (1d4 + bleeding) or magic **THAC0** 17 [+2] **MV** 120′ (40′) **SV** D12 W13 P14 B15 S16 (2) **ML** 7 **AL** Chaotic **XP** 35 **NA** 1 (1d6) **TT** 0

▶ **Magic resistance:** 25% (see ***p82***).

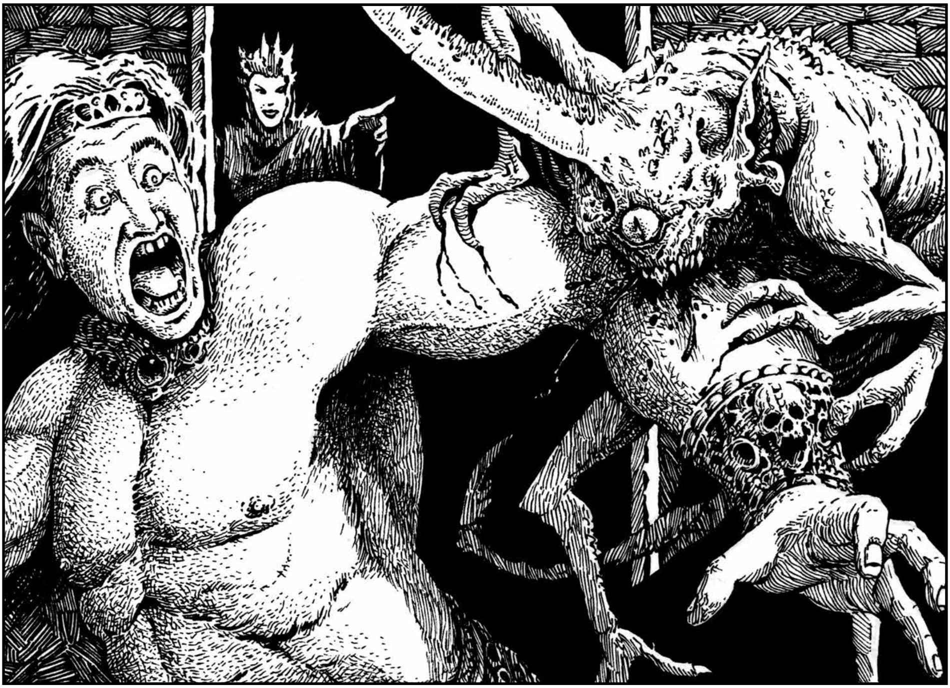
▶ **Regeneration:** A damaged blagraff regains 1hp at the start of each round, as long as it is alive.

▶ **Graft form:** Once per day, a blagraff may graft itself as a scaled fleshy mass over another creature's hand for up to 6 hours. The host creature may wield the blagraff like a *short sword +1*, even if normally restricted from using short swords. The blagraff loses access to its other abilities and senses while in this form. The host creature or blagraff can break this symbiosis at will.

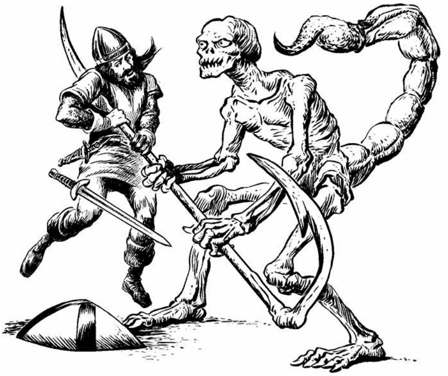
▶ **Bleeding bite:** The victim suffers 1 additional point of damage per round (up to a maximum of 4 rounds). Bandaging a wound (takes 1 round) stops it bleeding and negates further damage.

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Detect magic:** Range 60′.
b. **Scare (once a day):** One living, intelligent creature within 60′ must **save versus spells** or flee in terror. The target may make a new **save versus spells** each round to break the spell.
c. **Shape change:** Can transform into a weasel (***p169***) or toad (***p169***) at will.



LUCAS KORTE



PETER PAGANO

Bone Devil (Greater Demon)

9′ tall humanoid demons, with thin, pallid skin stretched over a gaunt skeleton. Their long, segmented tails are tipped with a venomous stinger. Wingless, bone devils fly by magic. Favoured torturers in Bethgor's hellish prisons, able to extract secrets from the most stubborn mortal minds.

AC 0 [19] **HD** 9*** (40hp) **Att** Hook (1d10+2 + sting) or magic **THAC0** 12 [+7] **MV** 150′ (50′) / 360′ (120′) flying **SV** D8 W9 P10 B10 S12 (9) **ML** 10 **AL** Chaotic **XP** 3,000 **NA** 1d2 (2d4) **TT** None

▶ **Magic resistance:** 40% (see ***p82***).

▶ **Sting:** On a successful attack with its hook, a bone devil is 3-in-6 likely to attack the victim with its tail sting. A successful attack with the sting inflicts 2d4 damage. The victim must also **save versus poison** or be injected with paralytic venom: lose 1d4 STR for 1 turn. If reduced to 0 STR, the victim dies.

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

  a. **ESP:** Can read the thoughts of living creatures within 60′.
  b. **Fear:** All within 5′ must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.

Calcabrina (Greater Demon)

Massive (7′ tall) iron-bodied demons smithed in infernal birth forges to serve as guardians of cursed dungeon corridors. Calcabrinas have muscular humanoid legs and torsos; a blackened metal fork extending from their upper torso holds the axle of a massive cylinder which rolls like a wheel, crushing anything in their path.

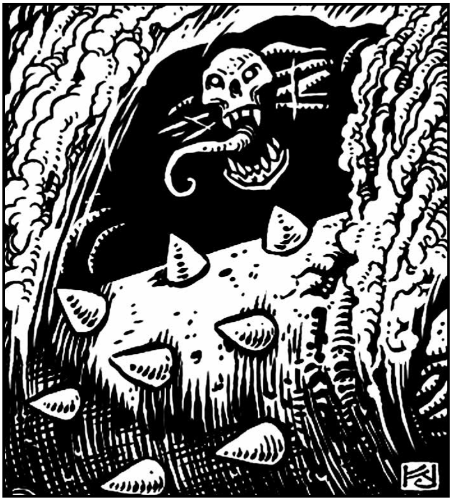
AC 0 [19] **HD** 9*** (40hp) **Att** Crush (4d8) or magic **THAC0** 12 [+7] **MV** 60′ (20′) **SV** D8 W9 P10 B10 S12 (9) **ML** 10 **AL** Chaotic **XP** 3,000 **NA** 1 (0) **TT** None

▶ **Magic resistance:** 60% (see ***p82***).

▶ **Crushing wheel:** Affects all targets in the calcabrina's path of movement this round. A single attack roll is made and compared against the AC of all targets. Missed targets either step aside or are pushed along the calcabrina's path.

▶ **Steam plume:** Jets of steam blast continuously in a 10′ radius around a calcabrina. Creatures caught in the steam plume suffer 2d6 damage (**save versus breath** for half).

▶ **Size adaptation:** Crushing wheel magically adapts to fit the width of doorways and corridors, from 5′ up to 15′ wide.



KENNON JAMES

Cerebrux (Lesser Demon)

6′ tall conical mounds of sickly grey, brain-like ooze dotted with malevolent eyes, slurping orifices, and wickedly barbed tendrils. Formed from the dissolved minds of intelligent creatures, they seek to absorb even more.

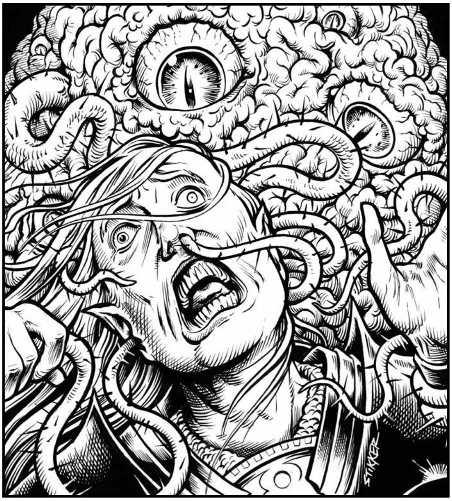
AC 5 [14] **HD** 4** (18hp) **Att** 2 × tendril (1d6 + brain probe) or mind control (see below) **THAC0** 16 [+3] **MV** 60′ (20′) **SV** D10 W11 P12 B13 S14 (4) **ML** 8 **AL** Chaotic **XP** 175 **NA** 1d6 (1d6) **TT** C

► **Magic resistance:** 25% (see ***p82***).

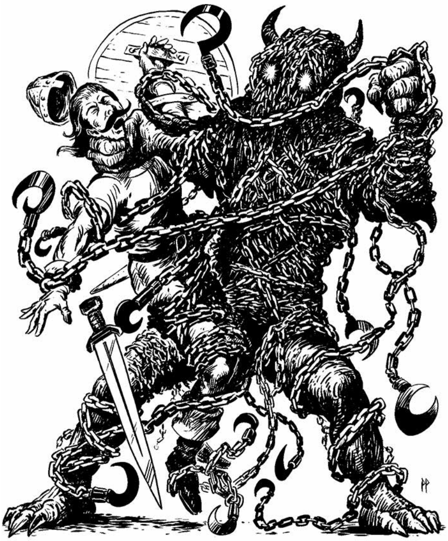
► **Brain probe:** When a tendril hits, it latches onto the victim, who is unable to escape. After 1d4 rounds, the tendril works its way to the victim's brain and sucks it out of the skull, absorbing it and killing the victim.

► **Severing tendrils:** Requires a hit that inflicts 3 or more damage.

► **Mind control:** A target within 30′ must **save versus paralysis** or come under the demon's mental control for 1d6 rounds (requires concentration). Forced acts that are self-destructive or against the victim's alignment or nature allow another save to break the mind control.



MATT STIKKER



PETER PAGANO

Chain Devil (Greater Demon)

Hunched, 8′ tall humanoid demons whose gnarled, black flesh is swathed head-to-toe in flowing cascades of clanking chains. Master torturers who compete with bone devils for Bethgor's favour.

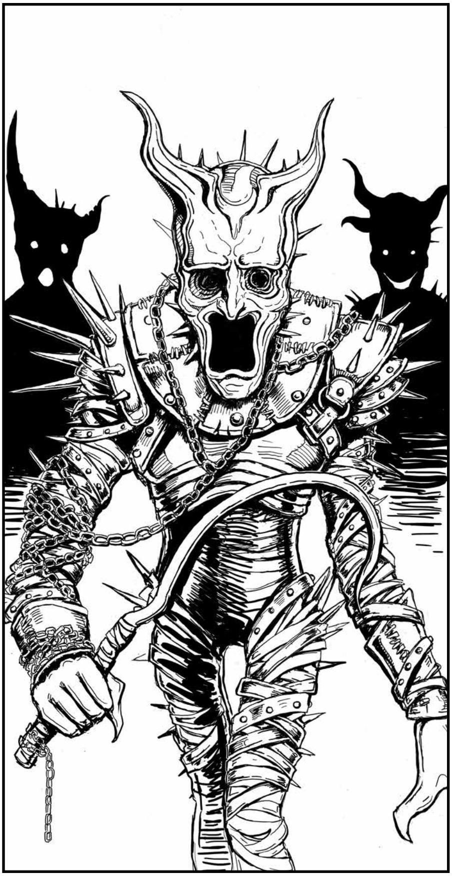
AC 0 [19] **HD** 8+4*** (40hp) **Att** 2 × chain (1d8+2, 20′ reach) or magic **THAC0** 12 [+7] **MV** 90′ (30′) **SV** D8 W9 P10 B10 S12 (8) **ML** 11 **AL** Chaotic **XP** 2,300 **NA** 1d6 (1d6) **TT** V

► **Magic resistance:** 40% (see ***p82***).

► **Regeneration:** A damaged chain devil regains 1hp at the start of each round, as long as it is alive.

► **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Animate chains:** A chain devil can command up to 4 chains within 100′ to attack (using the chain devil's THAC0, 1d8 damage).
- **b. Mask of agony:** A chain devil may part the chains covering its face to reveal the illusionary visage of a target's loved one in agony. The target must **save versus paralysis** or be paralysed for 1d6 rounds.



JUSTINE JONES

Cruoriton (Lesser Demon)

Red-skinned legionnaires (6′ tall) with mask-like faces with stiffened, exaggerated features and monstrous expressions. They wield oversized hooks and wear spike-studded leather armour. Explode in a cloud of burning blood upon death.

AC 6 [13] **HD** 2+1 (10hp) **Att** Hook (1d8) **THAC0** 17 [+2] **MV** 120′ (40′) **SV** D12 W13 P14 B15 S16 (2) **ML** 10 **AL** Chaotic **XP** 25 **NA** 1d8 (1d8) **TT** None

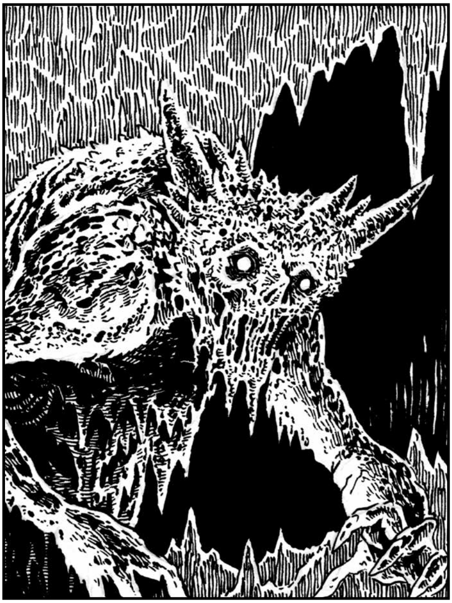
- **Magic resistance:** 20% (see ***p82***).
- **Upon death:** Explodes in a cloud of burning blood, inflicting 1d6 damage on all within 5′ (**save versus breath** for half).

Cryogon (Lesser Demon)

Misshapen, demonic humanoids (8′ tall) of cloudy blue ice with hands of barbed frost. Imbued with drops of Avaraz's demonic blood, cryogons are charged with a single task at the time of their creation. They lie in wait, eternally patient, frozen until the conditions of their task activate them, at which point they execute their orders with cold brutality.

AC 2 [17] **HD** 4* (18hp) **Att** 2 × stab (1d8) or cone of cold **THAC0** 16 [+3] **MV** 90′ (30′) **SV** D10 W11 P12 B13 S14 (4) **ML** 11 **AL** Chaotic **XP** 125 **NA** 1d3 (2d6) **TT** None

- **Magic resistance:** 25% (see ***p82***).
- **Surprise:** When a cryogon is disguised as ice, other sides are surprised on a roll of 1–4.
- **Cone of cold (3 times a day):** Cone 15′ long and 30′ wide at the end. Creatures in the cone must **save versus breath** or suffer 2d6 damage and move at half speed for 1d6 rounds.
- **Disguise:** Cryogons can disguise themselves undetectably as benign blocks of ice.



LUCAS KORTE

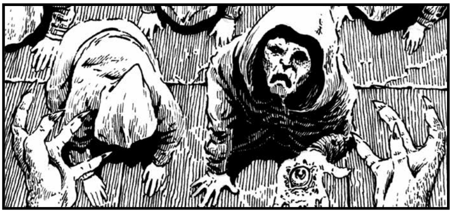
Cult Leader

Religious leaders of a demon cult, granted spells by their demonic masters.

AC 9 [10] **HD** 5** (22hp) **Att** Weapon (1d6 / weapon damage die) or spell **THAC0** 17 [+2] **MV** 120′ (40′) **SV** D11 W12 P11 B14 S12 (Cultist 5) **ML** 10 **AL** Chaotic **XP** 425 **NA** 1d4 (1d4) **TT** S (N)

► **Spell casting:** Cast spells as a 5th level cultist (***p120***)—2 × 1st level spells, 2 × 2nd level spells, 1 × 3rd level spell, 1 × 4th level spell—including alternative spells of the demon lord they serve (see ***Demon Lords and Cults, p15***).

► **Magic items:** For each magic item category except Swords and Rods/Staves/Wands, a cult leader has a 25% chance of possessing a random magic item. Roll on the tables in ***OSE*** or ***Magic Items, p147***.



LUCAS KORTE

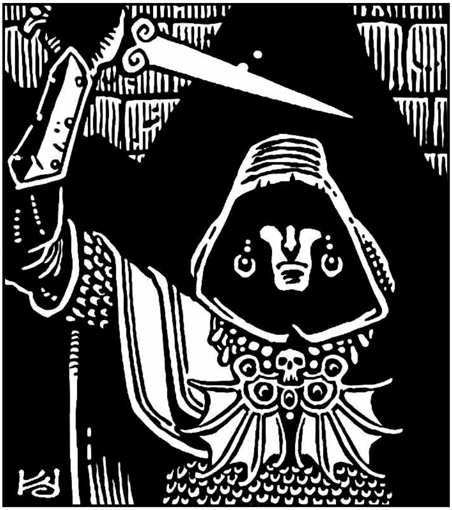
Cult Member

Fanatical initiates of an evil cult, centred around a temple dedicated to a demon lord. Capture other sentient humanoids to sacrifice them to their demonic master.

AC 9 [10] **HD** 1 (4hp) **Att** Weapon (1d6 / weapon damage die) **THAC0** 19 [+0] **MV** 120′ (40′) **SV** D12 W13 P14 B15 S16 (1) **ML** 8 (10 in sight of cult leader) **AL** Chaotic **XP** 10 **NA** 2d6 (5d10) **TT** D

► **Capture:** Attempt to capture humanoids alive, to be taken back to the cult's lair and prepared for sacrifice.

► **Lair:** 50% chance of 1d6 prisoners in a cult lair, being prepared for sacrifice. These may be normal humans (see *OSE*) or NPC adventurers.



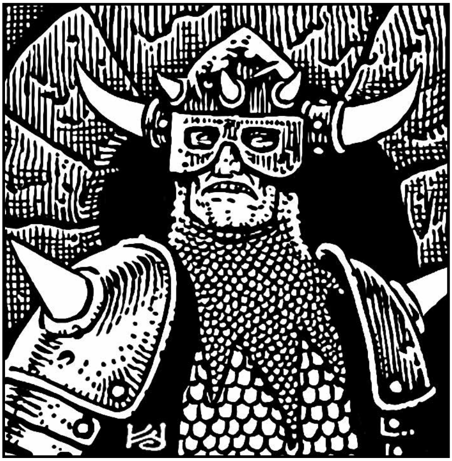
KENNON JAMES

Cult Warrior

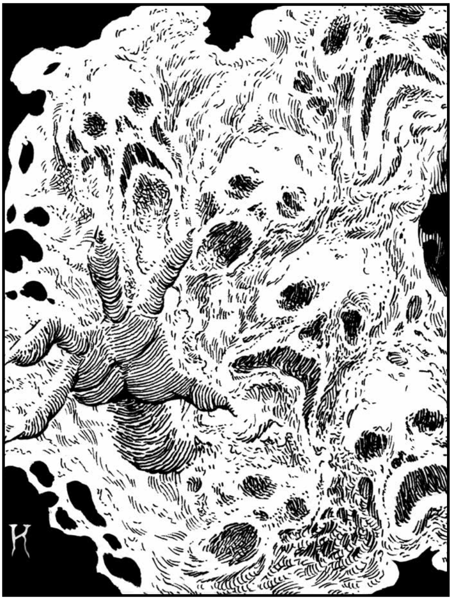
Heavily armoured temple guards or initiates of a warrior cult. Defenders of a cult's lair and enforcers of its wicked precepts.

AC 2 [17] **HD** 2* (9hp) **Att** Weapon (2d4 / weapon damage die + 1) **THAC0** 18 [+1] **MV** 60′ (20′) **SV** D12 W13 P14 B15 S16 (2) **ML** 9 (10 in sight of cult leader) **AL** Chaotic **XP** 25 **NA** 1d6 (2d6) **TT** None

► **Blood rage:** When reduced to half hit points or less, gain a +2 bonus to attack and damage rolls.



KENNON JAMES



LUCAS KORTE

Death Cloud

Drifting, 20′ wide clouds composed of the misty, grasping hands and plaintive visages of myriad accursed souls. Craving the warmth of life, they embrace living creatures, draining their vitality and quickly killing them. This only further contributes to the cloud's immortal anguish.

AC 4 [15] **HD** 4* (18hp) **Att** 2 × grasp (1d4 + embrace) **THAC0** 16 [+3] **MV** 90′ (30′) flying **SV** D10 W11 P12 B13 S14 (4) **ML** 10 **AL** Chaotic **XP** 125 **NA** 1 (0) **TT** None

► **Undead:** Usually make no noise. Immune to biological effects (e.g. poison) and mind-affecting / mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane damage immunity:** Only harmed by silver weapons, magic, and magic weapons.

► **Icy embrace:** On a successful grasp attack, the victim must **save versus paralysis** or be dragged inside the cloud: 1d4 damage per round and paralysed as long as the cloud remains in place.

Dretch (Lesser Demon)

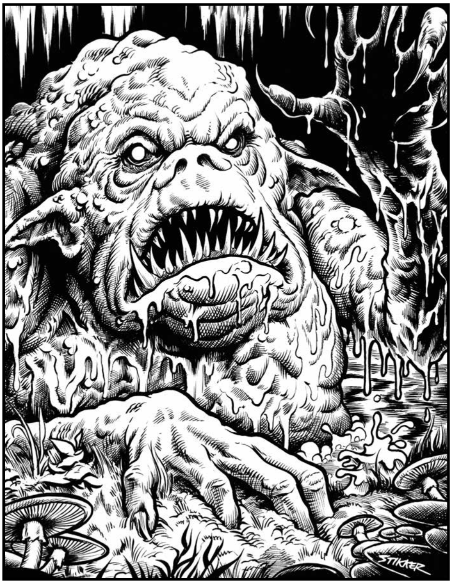
Wretched, bulbous demons of dim intelligence, 3′–4′ tall, with spindly limbs, rubbery, naked flesh, distorted facial features, and a drooling, fanged mouth. Wallow in the festering pools of Malfflesia, attacking in great hordes.

AC 4 [15] **HD** 4** (18hp) **Att** [2 × claw (1d4) + bite (1d4+1)] or magic **THAC0** 16 [+3] **MV** 90′ (30′) **SV** D10 W11 P12 B13 S14 (4) **ML** 7 **AL** Chaotic **XP** 175 **NA** 2d4 (5d4) **TT** P + Q + R + S

► **Magic resistance:** 30% (see ***p82***).

► **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Darkness:** 5′ radius area, within 60′. Lasts 1 turn.
- **b. Stinking cloud (once a day):** A 20′ radius cloud of stinking vapours surrounds the dretch. Creatures within the cloud must **save vs poison** or be overcome with nausea—unable to act except to move at half movement rate. Once leaving the cloud, they recover after 1d4 rounds. The cloud disperses after 1 turn.



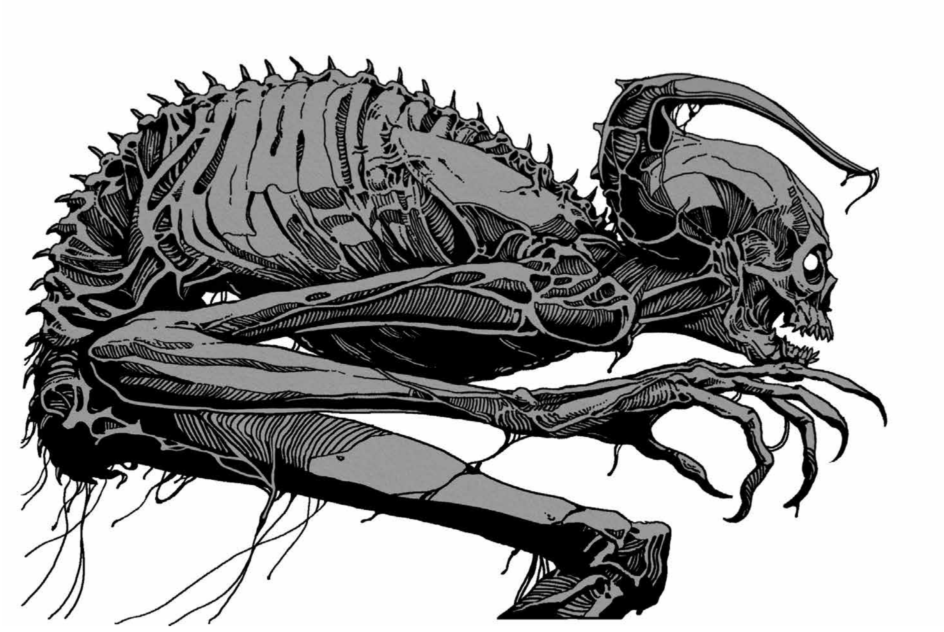
MATT STIKKER

Ebony Horror (Greater Demon)

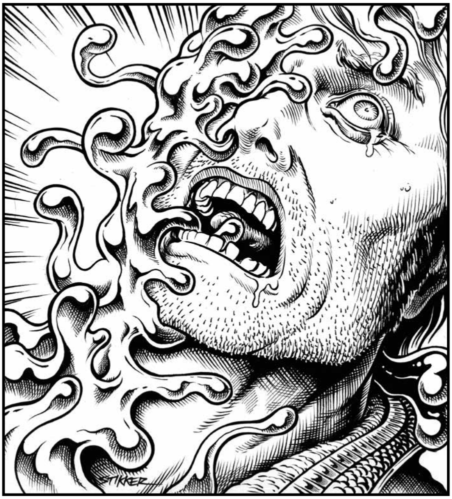
Skeletal, 7′ tall demons with black leathery skin, elongated limbs, and clawed hands. A wicked horn curves down from atop an ebony horror's head, and congealing rivulets of blood perpetually ooze from tears in its overstretched skin. Dwell in the midnight caverns of Ulobor, pursuing souls who escape the web. Favour surprise attacks, often by climbing walls to leap down from above.

AC 1 [18] **HD** 7+4**** (35hp) **Att** Weapon (1d6+2 / weapon damage die +2) or [2 × claw (1d4+2) + horn (2d4)] or magic **THAC0** 12 [+7] **MV** 150′ (50′) / 60′ (20′) climbing **SV** D8 W9 P10 B10 S12 (7) **ML** 9 **AL** Chaotic **XP** 2,050 **NA** 1d3 (1d6) **TT** C

- **Magic resistance:** 50% (see ***p82***).
- **Surprise:** Stealthy. Other sides are surprised on a roll of 1–3.
- **Climbing:** Can scale sheer surfaces without risk of falling.
- **Damage reduction:** The jelly-like, congealed blood that coats an ebony horror's skin reduces damage from cutting and stabbing weapons by half.
- **Back-stab:** When using a weapon to attack an unaware opponent from behind, receives a +4 attack roll bonus and doubles any damage dealt.
- **Enfeebling gaze:** Anyone within 20′ meeting an ebony horror's gaze must **save vs spells** or be stricken with weakness: –2 penalty to attack and melee damage rolls for 1 turn. Unless averting eyes, characters in melee are affected each round.
- **Averting eyes:** –4 attack roll penalty; the ebony horror gains a +2 bonus to attack.
- **Magic powers:** May use one power each round. Cannot be disrupted.
    a. **Heat metal:** Metal weapons and armour within 30′ become red-hot for 3 rounds, inflicting 1d4 damage on wielders each round.



DAVID HOSKINS



MATT STIKKER

Echo Slime

Semi-sentient slime with a polished mirror sheen. Echo slimes drop onto unsuspecting victims, entering their cranium through their ears, eyes, and mouths. A slime then takes control of its host, manipulating their body in a cruel pantomime of their original, normal behaviour, and eventually killing them. Their name comes from an infected host's tendency to repeat speech.

AC 8 [11] **HD** 3* (13hp) **Att** Touch (1d8 + dominate) **THAC0** 17 [+2] **MV** 10′ (3′) **SV** D12 W13 P14 B15 S16 (3) **ML** 12 **AL** Chaotic **XP** 50 **NA** 1 (1) **TT** C (if encountered in a host creature)

► **Immunity:** Unharmed by all attacks except cold, fire, or lightning.

► **Dominate:** On a successful hit, attempts to enter a humanoid victim's head: **save vs death** or be dominated. The echo slime controls its host victim in a rough simulacrum of their normal behaviour. The victim's speech slurs and they suffer a cumulative –1 attack roll penalty per day. Only *remove curse* will expel the slime from its host. After 1d6 days, the host's brain is consumed, the host dies, and the echo slime emerges to seek a new target.

Erinyes (Greater Demon)

6′ tall demons that appear as attractive humanoids with great black-feathered wings and eyes of pure red. They ensnare lost souls in the Land of the Dead and deliver them into Bethgor's Iron Labyrinth.

AC 3 [16] **HD** 6+2**** (29hp) **Att** Dagger (2d4 + venom) or rope (entanglement, 50′ reach) or magic **THAC0** 13 [+6] **MV** 120′ (40′) / 210′ (70′) flying **SV** D10 W11 P12 B13 S14 (6) **ML** 9 **AL** Chaotic **XP** 1,550 **NA** 1d3 (4d4) **TT** M

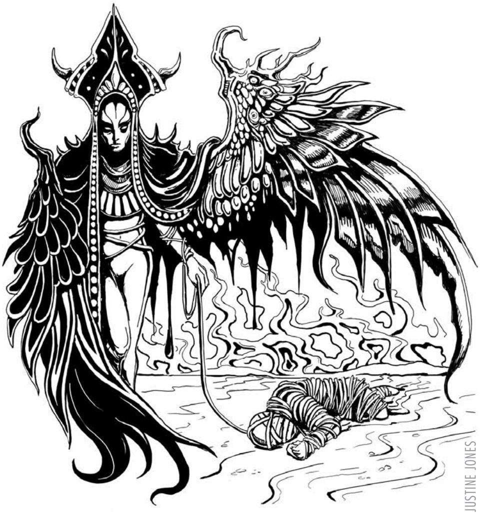
► **Magic resistance:** 30% (see ***p82***).

► **Venom:** Causes agonising wounds. **Save versus poison** or faint for 1d6 rounds.

► **Entangling rope:** The target must **save versus paralysis** or be restrained: unable to move, cast spells, or break free. Up to 8 human-sized creatures can be entangled concurrently. The rope has AC –2 [21] and 22 hit points.

► **Magic powers:** May use one power each round. Cannot be disrupted.

   a. **Fear:** All viewing the erinyes must **save versus paralysis** or flee at maximum speed for 30 rounds.



JUSTINE JONES

Fleshwarper (Lesser Demon)

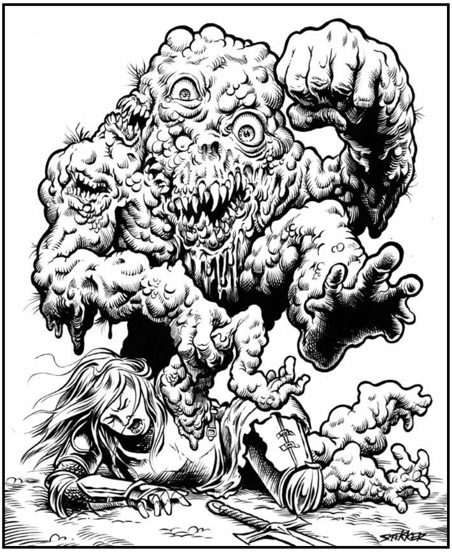
Grotesque humanoid demons, 5′–10′ tall, with misshapen skulls, distorted bodies, warped limbs, and hunched, loping gaits—each unique in its deformity. Moan and howl with agony as they continuously warp and mutate. Hateful of all creatures, fleshwarpers will attack other demons if they have the advantage.

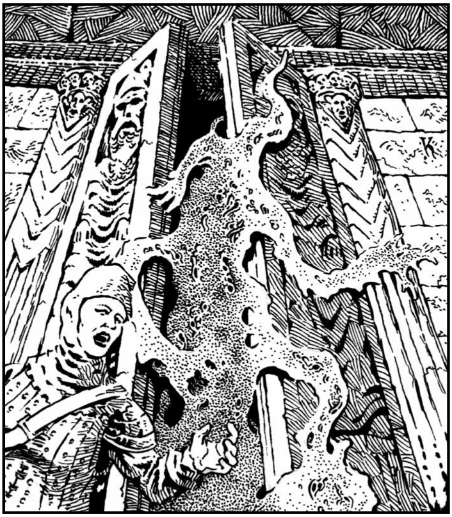
AC 3 [16] **HD** 5+1* (23hp) **Att** 2 × claw (1d8+1 + mutation) **THAC0** 14 [+5] **MV** 90′ (30′) **SV** D10 W11 P12 B13 S14 (5) **ML** 8 **AL** Chaotic **XP** 400 **NA** 1d4 (3d4) **TT** [R × 10] + [S × 5] (J + L)

► **Magic resistance:** 40% (see ***p82***).

► **Regeneration:** A damaged fleshwarper regains 2hp at the start of each round, as long as it is alive.

► **Mutation:** Living creatures struck by a fleshwarper's claw attack must **save versus spells** or lose 1 CON and become mutated, their flesh and bones contorted and deformed at the point of contact. If reduced to 0 CON, the character becomes a mound of quivering flesh, unable to move or act. The mutation and CON loss can only be reversed by *remove curse*.


MATT STIKKER


LUCAS KORTE

Formless One (Greater Demon)

Giant, congealed masses of transparent ooze. Born from the slimy secretions of Ooyxblix, imbued with a spark of its sentience and hate. Often take a crude, 16′ tall humanoid form, but may spread out into a 15′ wide pool. They abhor all life and the works of mortals, seeking to reduce each to formless jelly.

AC 3 [16] **HD** 10*** (45hp) **Att** 2 × grasp (2d6 + dissolve) or magic **THAC0** 11 [+8] **MV** 90′ (30′) **SV** D6 W7 P8 B8 S10 (10) **ML** 12 **AL** Chaotic **XP** 3,000 **NA** 1 (1d3) **TT** None

► **Magic resistance:** 60% (see ***p82***).

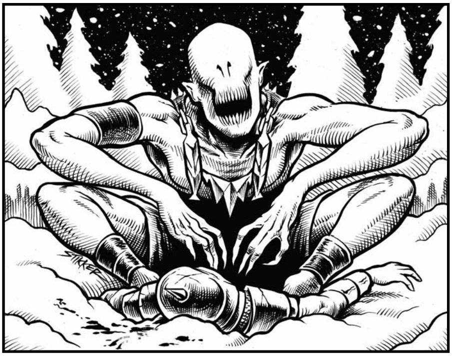
► **Immunities:** Unharmed by acid.

► **Surprise:** Nearly invisible. Other sides are surprised on a roll of 1–4.

► **Dissolve:** Metal that touches a formless one (e.g. weapons that strike it and armour it grasps) is dissolved. Magic items have a 50% chance of being unaffected per touch.

► **Seep:** Can squeeze its gelatinous body through small holes and cracks.

► **Summon aid (optional—see *p83*):** Formless ones can opt to summon 1d3 grey oozes.



MATT STIKKER

Frozen Archivist (Greater Demon)

Pale-skinned, eyeless, 7′ tall humanoids with disproportionately long arms and fingers. Their needle-like claws can capture memories from a frozen creature's brain and etch them onto sheets of ice.

AC 0 [19] **HD** 8*** (36hp) **Att** 2 × claw (1d6 + memory theft) or magic **THAC0** 12 [+7] **MV** 120′ (40′) **SV** D8 W9 P10 B10 S12 (8) **ML** 8 **AL** Chaotic **XP** 2,300 **NA** 1d4 (1d4) **TT** Special (see below)

► **Magic resistance:** 50% (see ***p82***).

► **Memory theft:** A victim hit by both claw attacks in the same round must **save versus spells** or lose 1d6 INT as random memories are stolen by the demon and magically etched onto a sheet of ice. Victims reduced to 0 INT are rendered catatonic. Destroying the magic ice restores the victim's INT and lost memories.

► **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Wall of ice:** Up to 1,200 sq ft, lasting 12 turns. Blocks creatures with less than 4 HD. Creatures with 4+ HD can break through but suffer 1d6 damage.
- **b. Phantasmal force:** Per the magic-user spell.

► **Treasure:** Frozen archivists always possess 1d4 sheets of hardened ice, inscribed with the stolen memories of sentient creatures.

Gargula (Lesser Demon)

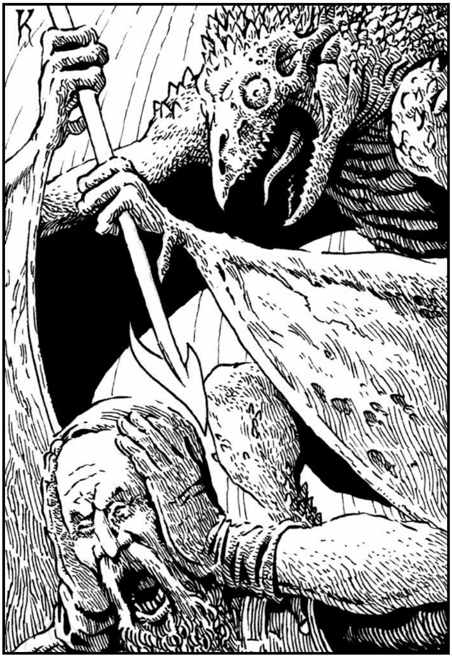
Scaled, reptilian humanoid demons, 6′ tall, with lashing tails and sharp, jagged beaks. Their bat-winged forelimbs have clawed hands able to wield weapons. Dwell on the mountain peaks of Gargathuul.

AC 1 [18] **HD** 4* (18hp) **Att** [2 × claw (1d6) + bite (1d8)] or weapon (1d6 / weapon damage die) or scream **THAC0** 16 [+3] **MV** 120′ (40′) / 180′ (60′) flying **SV** D10 W11 P12 B13 S14 (4) **ML** 8 **AL** Chaotic **XP** 125 **NA** 1d4 (3d4) **TT** P + Q + R + S

► **Dive attack:** First attack gains a +2 attack roll bonus.

► **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

► **Deafening scream (once a day):** All characters within 30′ must **save vs death** or be deafened and stunned (⅓ move, –2 AC, unable to act) for 1d4 rounds.



LUCAS KORTE

Glabrezu (Greater Demon)

Hulking (9′ tall) humanoid demons with matted fur, ghastly wrinkled skin, horned canine heads, and great pincers in place of hands. A second pair of small, clawed arms protrudes from the chest. Delight in hunting mortals in the dark jungles of Gargathuul.

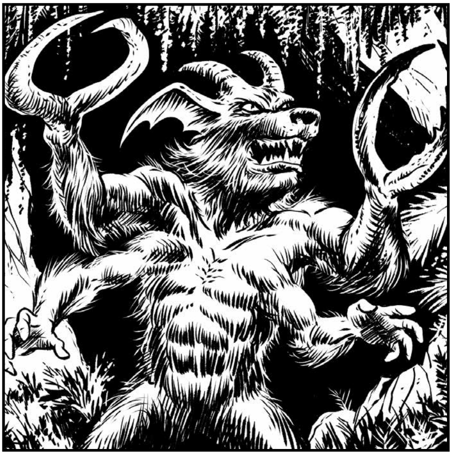
AC -2 [21] **HD** 10*** (45hp) **Att** [2 × pincer (2d6 + grab) + 2 × claw (1d3) + bite (1d4+1)] or magic **THAC0** 11 [+8] **MV** 90′ (30′) **SV** D6 W7 P8 B8 S10 (10) **ML** 9 **AL** Chaotic **XP** 3,000 **NA** 1d3 (1d6) **TT** D

► **Magic resistance:** 60% (see ***p82***).

► **Grab:** May hold onto a smaller foe hit by a pincer, inflicting 1d8 damage per round. The victim suffers a –2 penalty to attacks, saves, and AC and may **save versus paralysis** each round to escape.

► **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Fearsome roar:** Creatures within 30′ must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
b. **Invisibility (twice a day):** Self only. Cannot attack while invisible.
c. **Phantasmal force (twice a day):** Per the magic-user spell.



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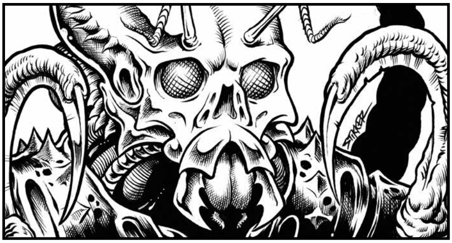


MATT STIKKER

Gnathorex (Greater Demon)

Giant (11′ tall), insectoid demons who serve as the personal guards and soldiers of Phranax. They resemble humanoid locusts: scythe-like claws, segmented stinger tails, and faces like chitinous human skulls with barbed mandibles. Their mottled green carapaces act as camouflage in swamps and forests.

AC -1 [20] **HD** 11**** (49hp) **Att** 2 × claw (2d6 + sting) or acid spit (4d6) or maddening drone or magic **THAC0** 11 [+8] **MV** 90′ (30′) / 240′ (80′) flying **SV** D6 W7 P8 B8 S10 (11) **ML** 10 **AL** Chaotic **XP** 4,300 **NA** 1 (1d4) **TT** L + M

► **Magic resistance:** 50% (see ***p82***).

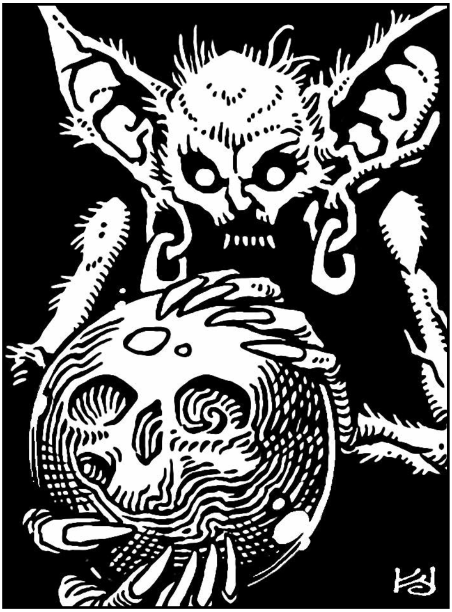
► **Surprise:** Camouflage in swamps and forests. Other sides are surprised on a roll of 1–4.

► **Acid spit:** Range 60′. The victim may **save versus breath** for half damage.

► **Sting:** If a victim is hit by both claws in the same round, a gnathorex is 3-in-6 likely to attack the victim with its tail sting. A successful attack with the sting inflicts 2d4 damage, and the victim must **save versus poison** or contract a horrible wasting disease (as *cause disease*).

► **Maddening drone (once a day):** The gnathorex produces a discordant buzz. Creatures within 30′ must **save vs spells** or be confused for 12 rounds, acting randomly each round (roll 2d6): 2–5 Attack foes, 6–8 No action, 9–12 Attack allies.

► **Summon aid (optional—see *p83*):** Gnathorexes can opt to summon 1d3 insect swarms (***OSE***).



KENNON JAMES

Gremlin (Lesser Demon)

Tiny (1′ tall) bat-eared demons with long, spindly fingers and beady yellow eyes. Gremlins are troublemakers who love to cause strife and toy with the emotions of mortals. When bound as a familiar, gremlins encourage subtle manipulation, betrayal, and murder.

AC 2 [17] **HD** 1* (4hp) **Att** [2 × claw (1d2) + bite (1d4)] or magic **THAC0** 19 [+0] **MV** 90′ (30′) / 120′ (40′) climbing **SV** D12 W13 P14 B15 S16 (1) **ML** 7 **AL** Chaotic **XP** 13 **NA** 1 (1d6) **TT** 0

▸ **Magic resistance:** 25% (see ***p82***).

▸ **Mimicry:** Can mimic the voices of humanoid creatures.

▸ **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Charm person (once a day):** Per the magic-user spell.
b. **Invisibility:** Self only. Cannot attack while invisible.
c. **Detect magic:** Range 60′.
d. **Shape change:** Can transform into a spider (***p169***) or bat (*OSE*) at will.

Hezrou (Greater Demon)

Flabby, toad-headed demons (7′ tall) of low intelligence, with great, slavering maws. Slime drips from their saggy, warty skin, leaving a damp, stinking trail in their wake. They fill their gluttonous bellies with rotten flesh from the swamps of Malfflesia, making no distinction between meat from mortals or fellow demons.

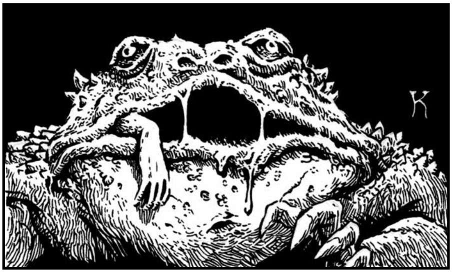
AC 0 [19] **HD** 9*** (40hp) **Att** [2 × claw (1d3) + bite (4d4)] or magic **THAC0** 12 [+7] **MV** 60′ (20′) / 120′ (40′) swimming **SV** D8 W9 P10 B10 S12 (9) **ML** 8 **AL** Chaotic **XP** 3,000 **NA** 1d3 (1d6) **TT** C

▸ **Magic resistance:** 55% (see ***p82***).

▸ **Nauseating stench:** Odour of slimy secretions sickens non-demons. Those within 10′ must **save versus poison** or suffer a –2 attack roll penalty while in melee with a hezrou.

▸ **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Fear:** Cone 60′ long and 30′ wide at the end. Creatures in the cone must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
b. **Stinking cloud (3 times a day):** 20′ radius cloud of stinking vapours at a point within 30′. Creatures within the cloud must **save vs poison** or be overcome with nausea—unable to act except to move at half movement rate. Once leaving the cloud, they recover after 1d4 rounds. The cloud disperses after 1 turn.



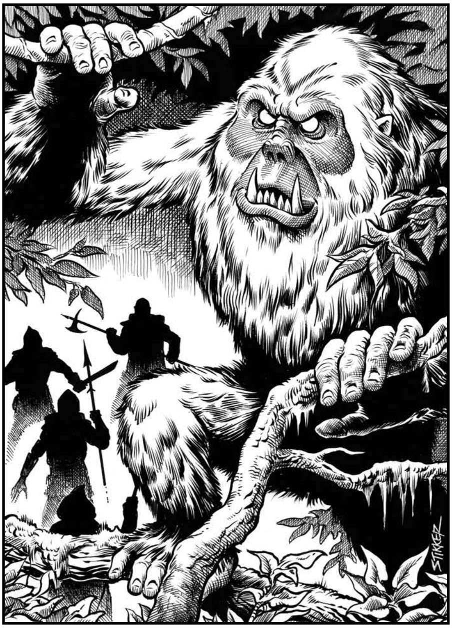
LUCAS KORTE

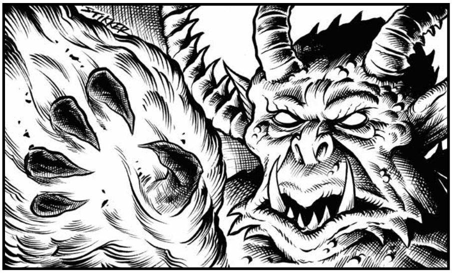
Hguran (Greater Demon)

Leaping demons that appear like giant orangutans (8′ tall) with grotesque, leering faces and large tusks. Move slowly on the ground, but can climb and swing with great speed in trees, vines, ropes, etc. Hgurans prefer the company of their own kind, avoiding contact with other demons. Dwell in Gargathuul's jungle canopy, hunting by ambush.

AC 3 [16] **HD** 6+4** (31hp) **Att** [2 × claw (1d6) + bite (2d6)] or magic **THAC0** 13 [+6] **MV** 90′ (30′) / 150′ (50′) climbing **SV** D10 W11 P12 B13 S14 (6) **ML** 9 **AL** Chaotic **XP** 950 **NA** 1d3 (1d6) **TT** C

- **Magic resistance:** 45% (see ***p82***).
- **Surprise:** Adaptive camouflage. Other sides are surprised on a roll of 1–3.
- **Leaping:** Up to 40′.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - a. **Phantasmal force (twice a day):** Per the magic-user spell.


MATT STIKKER

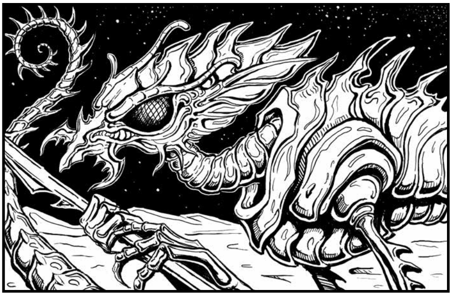

MATT STIKKER

Horned Devil (Lesser Demon)

Humanoid demons, 9′ tall and winged, their bodies clad in iron-hard scales that glow like embers. Attack with their horns, wickedly barbed tails, and great two-tined forks. Horned devils hate anything more powerful than themselves and serve stronger demons only out of fear.

AC -3 [22] **HD** 5+4** (26hp) **Att** [Tail (1d3 + bleeding) + fork (2d6) + horns (2d4)] or flame arc (1d4 + burning) or magic **THAC0** 14 [+5] **MV** 90′ (30′) / 180′ (60′) flying **SV** D10 W11 P12 B13 S14 (5) **ML** 8 **AL** Chaotic **XP** 575 **NA** 1d2 (1d4+1) **TT** I

- **Magic resistance:** 50% (see ***p82***).
- **Fire immunity:** Unharmed by fire.
- **Bleeding:** Barbed tail causes a bleeding wound: 1 damage per round until bound (requires 1 round) or cured by magic.
- **Flame arc:** 60′ range. A successful hit sets the target on fire, inflicting 1d4 damage per round until extinguished (takes 1 round's action).
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - a. **Charm person:** Per the magic-user spell.
  - b. **Phantasmal force:** Per the magic-user spell.
  - c. **Wall of fire (once a day):** Up to 1,200 sq ft, lasting as long as concentration is maintained. Blocks creatures with less than 4 HD. Creatures with 4+ HD can pass through but suffer 3d6 damage.



JUSTINE JONES

Ice Devil (Greater Demon)

11′ tall humanoid demons covered in glistening white scales and plates, with an insectoid head, clawed hands, talons, and a great thorned tail. Wingless, ice devils fly by magic. Patient guardians of Zonth, indifferent to the ice and snow that accumulate on them in their tireless vigils.

AC -2 [21] **HD** 11**** (49hp) **Att** [Spear (2d6 + cold) + mandibles (2d4) + tail (3d4)] or magic **THAC0** 11 [+8] **MV** 60′ (20′) / 360′ (120′) flying **SV** D6 W7 P8 B8 S10 (11) **ML** 10 **AL** Chaotic **XP** 4,300 **NA** 1 (1d4) **TT** L + M

► **Magic resistance:** 55% (see ***p82***).

► **Surprise:** In snowy environments, other sides are surprised on a roll of 1–3.

► **Regeneration:** A damaged ice devil regains 1hp at the start of each round, as long as it is alive.

► **Cold spear: Save versus paralysis** or be slowed for 1d6 rounds: half movement rate, only able to attack or perform other actions every second round.

► **Fear aura:** Any creature within 10′ of an ice devil must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.

► **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Wall of ice:** Up to 1,200 sq ft, lasting 12 turns. Blocks creatures with less than 4 HD. Creatures with 4+ HD can break through but suffer 1d6 damage.

Imp (Lesser Demon)

1′ tall humanoid demons with crimson skin, short horns, leathery wings, and venomous stinger tails. Serve more powerful demons as messengers and spies. When bound as a familiar, imps encourage calculated treachery and corruption.

AC 2 [17] **HD** 1** (4hp) **Att** Tail sting (1d4 + poison) or magic **THAC0** 19 [0] **MV** 90′ (30′) / 180′ (60′) flying **SV** D12 W13 P14 B15 S16 (1) **ML** 7 **AL** Chaotic **XP** 16 **NA** 1 (1d6) **TT** 0

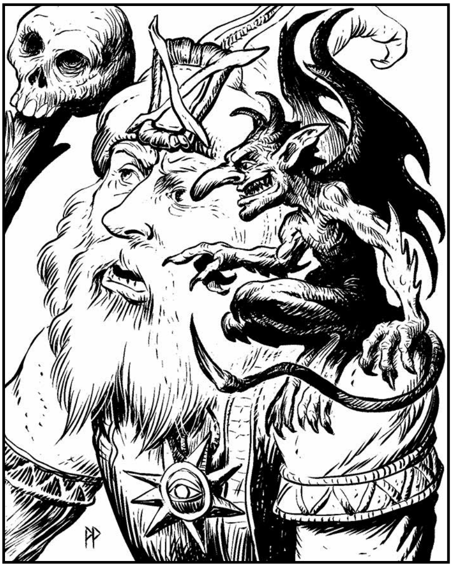
► **Magic resistance:** 25% (see ***p82***).

► **Regeneration:** A damaged imp regains 1hp at the start of each round, as long as it is alive.

► **Poison:** Causes death (**save vs poison**).

► **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Charm person (once a day):** Per the magic-user spell.
b. **Detect magic:** Range 60′.
c. **Invisibility:** Self only. Cannot attack while invisible.
d. **Shape change:** Can transform into a raven (***p169***) or rat (***OSE***) at will.



PETER PAGANO

Incubus (Greater Demon)

Shapeshifting demons that appear in their natural form as 6′ tall humans of great beauty, with bat-like wings and small horns. Intelligent and treacherous, incubi strive to steal mortal souls by seduction and enchantment. They adopt a form appealing to a victim, then drain their life energy with a deathly kiss. In their home plane of Nethria, they are employed as assassins and spies. When taking on a female form, an incubus is sometimes known as a succubus.

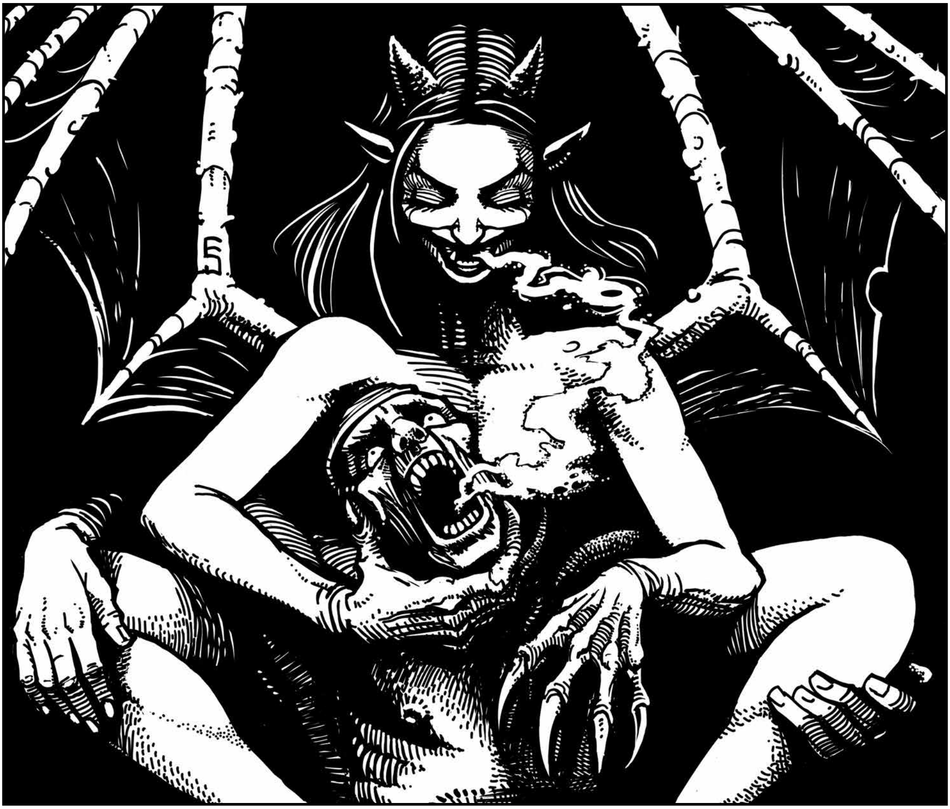
AC 2 [17] **HD** 6**** (27hp) **Att** 2 × claw (1d3) or magic **THAC0** 14 [+5] **MV** 120′ (40′) / 180′ (60′) flying **SV** D10 W11 P12 B13 S14 (6) **ML** 8 **AL** Chaotic **XP** 1,175 **NA** 1 (1) **TT** I + L

► **Magic resistance:** 70% (see ***p82***).

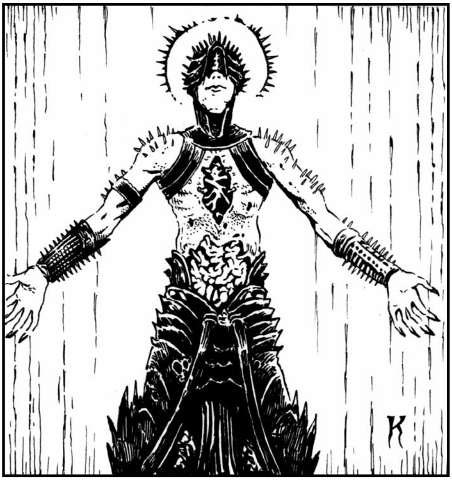
► **Kiss:** The kiss of an incubus causes the subject to permanently lose one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A victim drained of all levels dies, their soul claimed by the incubus.

► **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Shape change:** Can adopt any humanoid form of similar height and weight.
b. **Charm person:** Per the magic-user spell.
c. **ESP:** Can read the thoughts of living creatures within 60′.



FRANK SCACALOSSI



LUCAS KORTE

Iron Martyr (Lesser Demon)

Hovering, flayed humanoids (6′ tall), pierced by iron nails, and grafted with iron plates. Their scourged bodies leave blood stains on everything they touch. Ecstatic avatars of pain from the torture dens of Carcerus, they bolster their allies through their own martyrdom. Their presence is marked by unnervingly angelic singing.

AC 5 [14] **HD** 5* (22hp) **Att** Touch (1d8) or dark revelation **THAC0** 15 [+4] **MV** 90′ (30′) flying **SV** D10 W11 P12 B13 S14 (5) **ML** 12 **AL** Chaotic **XP** 300 **NA** 1d3 (1d3) **TT** None

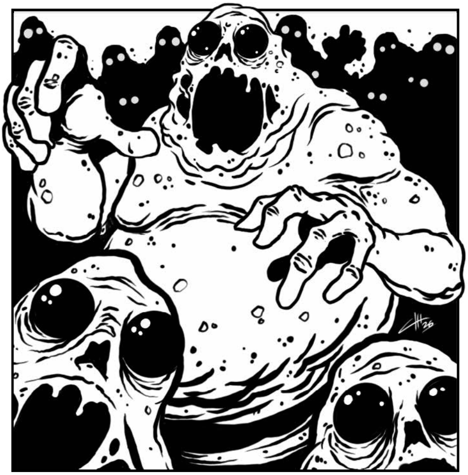
- **Magic resistance:** 35% (see ***p82***).
- **Telepathy:** Can communicate telepathically with any sentient being within 120′.
- **Ecstatic suffering:** When an iron martyr is damaged, all allies of the martyr within 30′ heal 1d6 hp.
- **Dark revelation (three times a day):** An iron martyr telepathically shares a dark truth of the universe with a victim within 60′. **Save vs spells** or suffer 3d6 damage. PCs who take damage and survive permanently increase WIS by +1, are cursed to change alignment to Chaotic, and are immune to further dark revelations.

Lemure (Lesser Demon)

Remnants of evil souls incarnated as 5′ tall, vaguely humanoid blobs of glistening flesh. Dimly intelligent, with bulbous eyes of pure black and gaping, toothless mouths from which they groan incessantly. Dwell in vast hordes in the realm of Oblivex, in eternal torment. Unable to communicate, they can only writhe in agony and lash out in hatred of all things.

AC 7 [12] **HD** 3 (13hp) **Att** 2 × claw (1d4) **THAC0** 17 [+2] **MV** 60′ (20′) **SV** D12 W13 P14 B15 S16 (2) **ML** 11 **AL** Chaotic **XP** 35 **NA** 1d10 (3d10) **TT** None

- **Immunities:** Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Regeneration:** A damaged lemure regains 1 hit point at the start of each round, as long as it is alive.
- **Return from death:** If killed (0hp), regenerates and fights again in 2d6 rounds.
- **Holy water:** Lemures cannot regenerate damage from this source. The only way to permanently kill a lemure.
- **Aggressive:** Attack all non-demons they encounter.



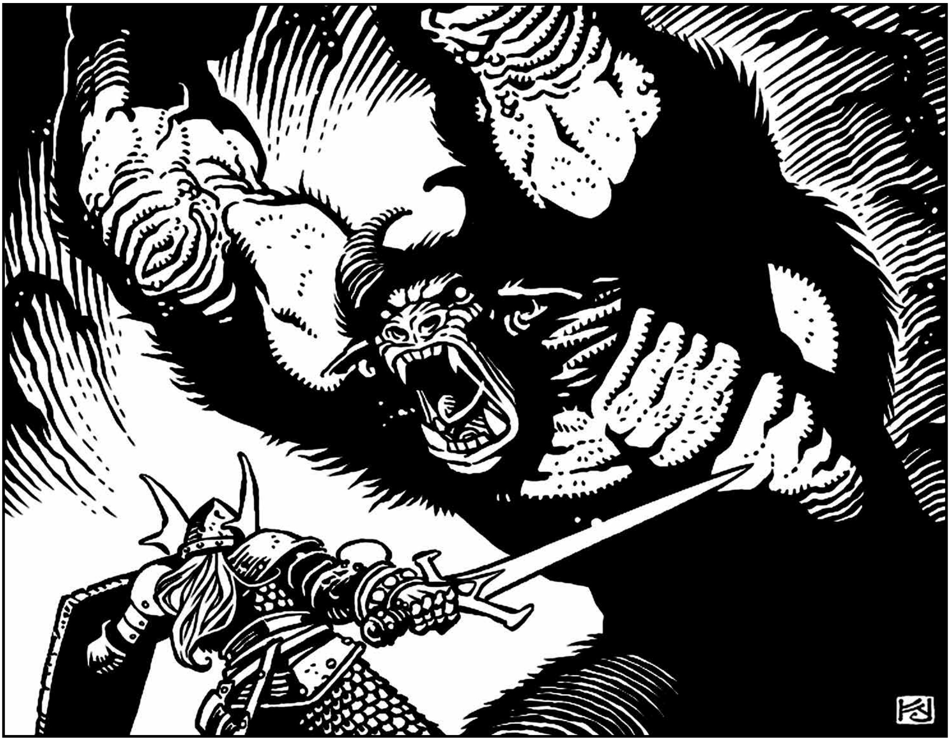
CORY HAMEL

Levox (Greater Demon)

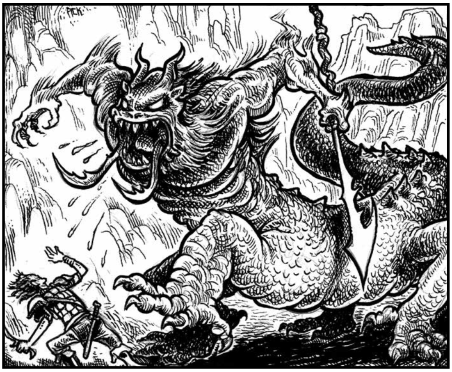
Gargantuan (22′ tall), brutish demons with broad shoulders, powerful arms as thick as tree trunks, loping simian gaits, and shaggy fur. Their faces are human but twisted and bovine, topped by a pair of great curving horns. Their oversized hands and feet are hairless and human. Serve as living siege weapons in the demon armies of Drazoggoth.

AC 0 [19] **HD** 20**** (90hp) **Att** [Fist (5d6 + crush) + stamp (5d8)] or thrown boulder (3d6) or magic **THAC0** 6 [+13] **MV** 150′ (50′) **SV** D2 W2 P2 B2 S4 (20) **ML** 12 **AL** Chaotic **XP** 6,600 **NA** 1 (1) **TT** B + C

- **Magic resistance:** 60% (see ***p82***).
- **Regeneration:** A damaged levox regains 1 hit point at the start of each round, as long as it is alive.
- **Crushing blows:** On a natural 20 attack roll, the victim must **save vs paralysis** or have their shield or armour destroyed by the blow. The "plus" bonus of magic shields and armour applies to the save.
- **Stamping attacks:** Usable on human-sized or smaller targets up to 10′ away.
- **Boulder throwing:** Up to 200′.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - **a. Gloom:** 60′ radius area, within 120′. Lasts 1 turn. Incurs a –2 penalty to attack rolls, unless able to see in darkness.
  - **b. Frenzy:** All within 20′ of the levox must **save versus spells** or enter a battle frenzy while the levox is in sight: compelled to attack the nearest creature whether friend or foe; if the creature is killed, the affected target attacks the next nearest.



KENNON JAMES



C. AARON KREADER

Magnagore (Greater Demon)

16′ tall and centaur-like, with thick muscles, shaggy manes, and the scaly lower halves of giant lizards. They have massive, mammoth-like tusks with which to gore their enemies. Stampede through the plains and canyons of Gargathuul, crushing anything weaker than themselves.

AC -1 [20] **HD** 15*** (67hp) **Att** Pole arm (4d6) or 2 × tusks (2d6) or trample (5d8) or magic **THACO** 9 [+10] **MV** 180′ (60′) **SV** D4 W5 P6 B5 S8 (15) **ML** 10 **AL** Chaotic **XP** 4,200 **NA** 1d2 (1d4) **TT** E

▶ **Magic resistance:** 70% (see ***p82***).

▶ **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.

▶ **Trample:** 3-in-4 chance of trampling each round. +4 to attack rolls versus human-sized or smaller creatures.

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

a. **Lightning bolt (twice a day):** 5′ wide and 30′ long. All within the area suffer 6d6 electrical damage (**save versus spells** for half).
b. **Wind torrent:** Whirling winds surround the magnagore in a 60′ radius for 3 rounds. All within the area suffer a –2 penalty to melee attack rolls (**save vs paralysis** to resist); missile attacks are impossible.

Manes (Lesser Demon)

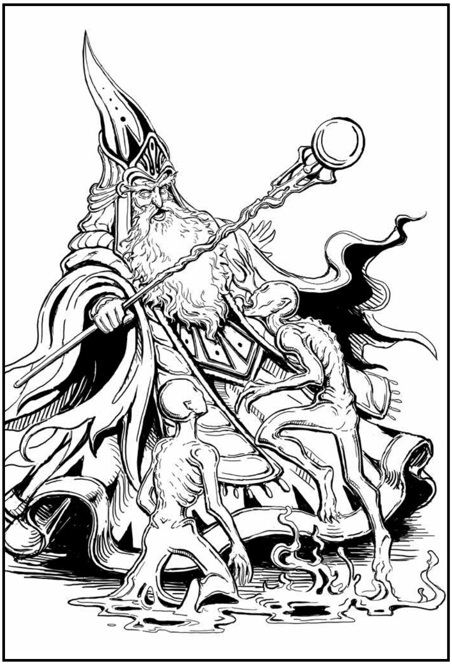
Remnants of evil souls incarnated as hunched, 4′ tall, grey-skinned humanoids with empty eye sockets. Dwell in vast hordes in the realm of Nethria, hunted, enslaved, and consumed by other demons. Manes who show a spark of evil potential may eventually be promoted into greater demonic forms.

AC 7 [12] **HD** 1 (4hp) **Att** 2 × claw (1d2) + bite (1d4) **THACO** 19 [0] **MV** 30′ (10′) **SV** D12 W13 P14 B15 S16 (1) **ML** 10 **AL** Chaotic **XP** 10 **NA** 4d4 (4d6) **TT** None

▶ **Mindless:** Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

▶ **Hateful:** Attack all non-demons they encounter.

▶ **If killed:** Dissipate into a stinking miasma and reform after 24 hours. Permanently annihilated if consumed by a demon.



JUSTINE JONES

Marilith (Greater Demon)

Tyrannical demons with the head and six-armed torso of a woman and the tail of a giant constrictor snake. Stand over 7′ tall. Cackling warriors born on the battlefields of Xarxus; it is said that a marilith can smell violence from planes away.

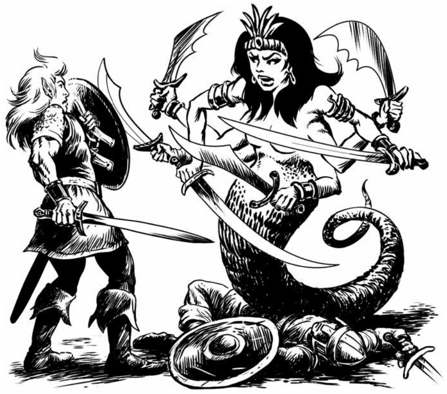
AC 0 [19] **HD** 7+4**** (35hp) **Att** [Tail (2d4 + constriction) + 6 × weapon (1d6 / weapon damage die)] or magic **THAC0** 12 [+7] **MV** 120′ (40′) **SV** D8 W9 P10 B10 S12 (7) **ML** 10 **AL** Chaotic **XP** 2,050 **NA** 1d3 (1d6) **TT** G

▶ **Magic resistance:** 80% (see ***p82***).

▶ **Constriction:** When a tail attack is successful, the marilith wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage on each subsequent round. The victim cannot move or act but may **save versus paralysis** once per round to escape.

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Fearsome laughter:** Cone 60′ long and 30′ wide at the end. Creatures in the cone must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
- **b. Levitate:** Move vertically through the air at up to 20′ per round. Lasts 12 turns.
- **c. Projected image:** Per the magic-user spell.



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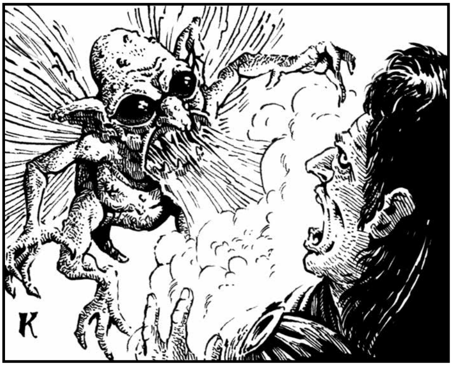


LUCAS KORTE

Mephit (Lesser Demon)

Small (1′ tall), foul-smelling, humanoid demons with warty yellow or green skin, bulbous black eyes, and long, pointed noses. Their two sets of insectoid wings flutter like a hummingbird's, wafting their horrible odour into the air. Mephits are crude, lazy creatures who crave rotten flesh. When bound as a familiar, they encourage the spreading of disease and filth.

AC 6 [13] **HD** 2** (9hp) **Att** 2 × claw (1d3) or breath or magic **THAC0** 18 [+1] **MV** 90′ (30′) / 120′ (40′) flying **SV** D12 W13 P14 B15 S16 (2) **ML** 7 **AL** Chaotic **XP** 30 **NA** 1 (1d10) **TT** O

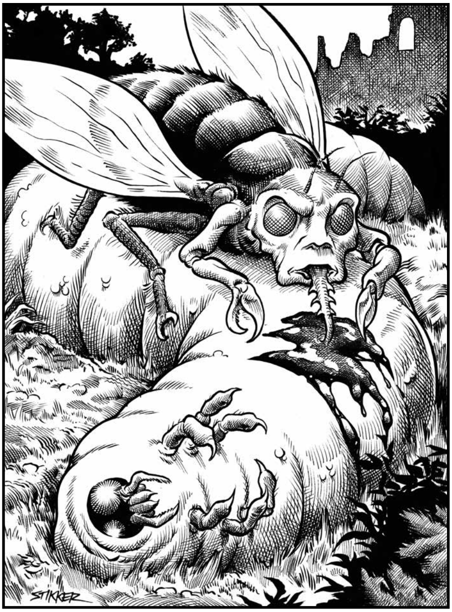
▶ **Magic resistance:** 25% (see ***p82***).

▶ **Carrion stench:** Those within 10′ must **save versus poison** or suffer a –2 attack roll penalty while in melee with mephits.

▶ **Breath weapon (once a day):** A 10′ cube cloud of poison gas directly in front. All in the cloud must **save versus poison** or die.

▶ **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Cause disease (three times a day):** A victim within 30′ must **save versus death** or contract a horrible wasting disease (as *cause disease*).
- **b. Shape change:** Transform into a toad (***p169***), mantis (***p168***), or giant centipede (*OSE*) at will.



MATT STIKKER

Mosquivex (Greater Demon)

Loathsome demons with the form of gigantic, hairy flies (7′ long) with ragged, buzzing wings, a wicked proboscis, 2 humanoid arms tipped with clawed pincers, and a scowling, fly-eyed human face. Feed on carrion and blood (including that of other demons).

AC 3 [16] **HD** 7**** (31hp) **Att** 2 × claw (2d4) or magic **THAC0** 13 [+6] **MV** 60′ (20′) / 180′ (60′) flying **SV** D8 W9 P10 B10 S12 (7) **ML** 8 **AL** Chaotic **XP** 2,050 **NA** 1d6 (1d6) **TT** B

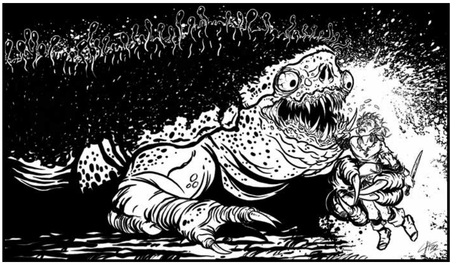
- **Magic resistance:** 40% (see ***p82***).
- **Blood drain:** If a victim is hit by both claw attacks in the same round, the mosquivex attaches and drains the victim's blood with its proboscis: 1d4 automatic damage per round.
- **Detach:** If the mosquivex or the victim dies.
- **Droning:** Wings constantly emit a rasping drone. All within 60′ must **save versus spells** or fall asleep for 1d4 hours.
- **Cling:** Can walk on walls and ceilings.

Mould Demon (Greater Demon)

Giant (30′ long), slug-like monstrosities covered in hairy blue-green mould—living embodiments of decay spawned by Phranax. They have bloodshot eyes, wide mouths full of needle-like teeth, and clawed forelimbs they use to drag themselves around. Driven by ravenous hunger, always seeking to feed on the flesh of creatures consumed by their mould.

AC 4 [15] **HD** 12**** (54hp) **Att** [2 × claw (3d6 + mould growth) + bite (4d6 + swallow)] or spore breath or magic **THAC0** 10 [+9] **MV** 120′ (40′) **SV** D6 W7 P8 B8 S10 (12) **ML** 9 **AL** Chaotic **XP** 4,300 **NA** 1 (1) **TT** None

- **Magic resistance:** 65% (see ***p82***).
- **Mould growth:** A creature touched by a mould demon sprouts mould at the site of contact, which can only be removed by magic (e.g. *cure disease*). If the mould is not removed, the victim loses 1 CON each week. If reduced to 0 CON, the character dies and becomes a mound of inanimate mould.
- **Swallow whole:** On a natural 19 or 20 bite attack roll. Inside the demon's belly: suffer 1d8 damage per round (until the mould demon dies); may attack with a dagger at –4 to hit; body digested in 6 turns after death.
- **Spore breath (once a day):** A 20′ cloud of poisonous spores. Creatures in the cloud must **save versus death** or die. The cloud dissipates after 6 turns.
- **Cling:** Can walk on walls and ceilings.



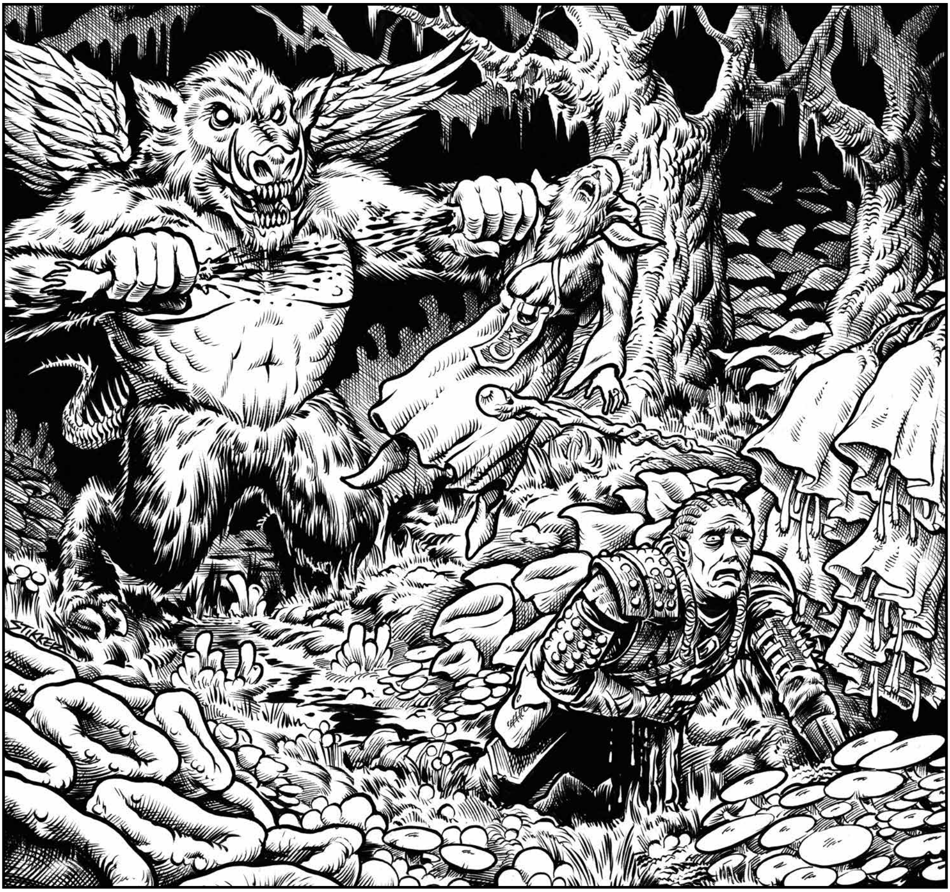
CORY HAMEL

Nalfeshnee (Greater Demon)

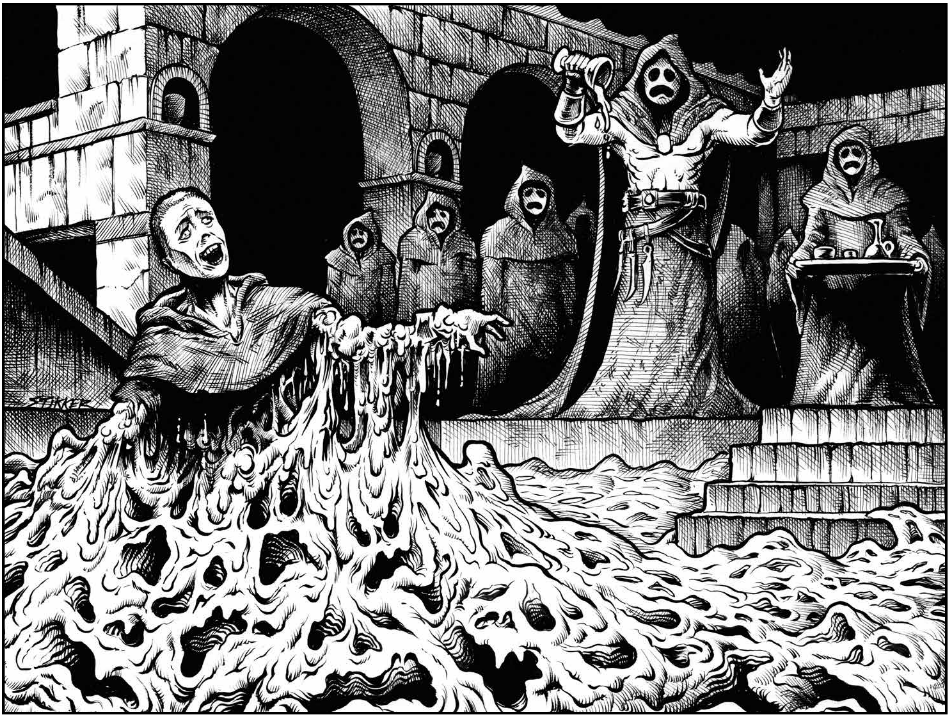
Gargantuan (10′ tall) demons with brutish, ape-like bodies, boar-like heads and limbs, with great, curved tusks. Their small, feathered wings flutter frantically, but truly magic holds them aloft. Hunt and devour mortals, decorating their territories with gruesome trophies of their kills. May lair with lesser demons, who offer tributes to the nalfeshnee in return for protection.

AC 2 [17] **HD** 11*** (49hp) **Att** [2 × claw (1d4) + bite (2d4 + frenzy)] or magic **THAC0** 11 [+8] **MV** 90′ (30′) / 120′ (40′) flying **SV** D6 W7 P8 B8 S10 (11) **ML** 10 **AL** Chaotic **XP** 3,500 **NA** 1d3 (1d6) **TT** E

- **Magic resistance:** 65% (see ***p82***).
- **Feeding frenzy:** On a bite attack that inflicts damage, the nalfeshnee enters a frenzy. For 3 subsequent rounds, it makes double the normal number of attacks.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  a. **Hypnotic pattern (3 times a day):** A pattern of scintillating, rainbow-hued lights. Creatures within 40′ that see the hypnotic pattern must **save versus spells** or stand transfixed for 1d4+1 rounds (unable to move or act). The effect ends for a hypnotised creature if it is harmed.



MATT STIKKER



MATT STIKKER

Ooze Demon (Greater Demon)

Gurgling amalgamations of mortal flesh fused together in the pits of Oblivex. Appear as 9′ mounds of translucent green sludge. Agonised faces endlessly bubble to its surface and are quickly reabsorbed into the mass. Seek to consume living beings, assimilating them into their grotesque forms.

AC 2 [17] **HD** 7+1**** (32hp) **Att** 4 × appendage (1d6 + absorption, 10′ reach) or slime squirt (corrosive slime) or magic **THAC0** 12 [+7] **MV** 90′ (30′) **SV** D8 W9 P10 B10 S12 (7) **ML** 12 **AL** Chaotic **XP** 2,050 **NA** 1 (1) **TT** V

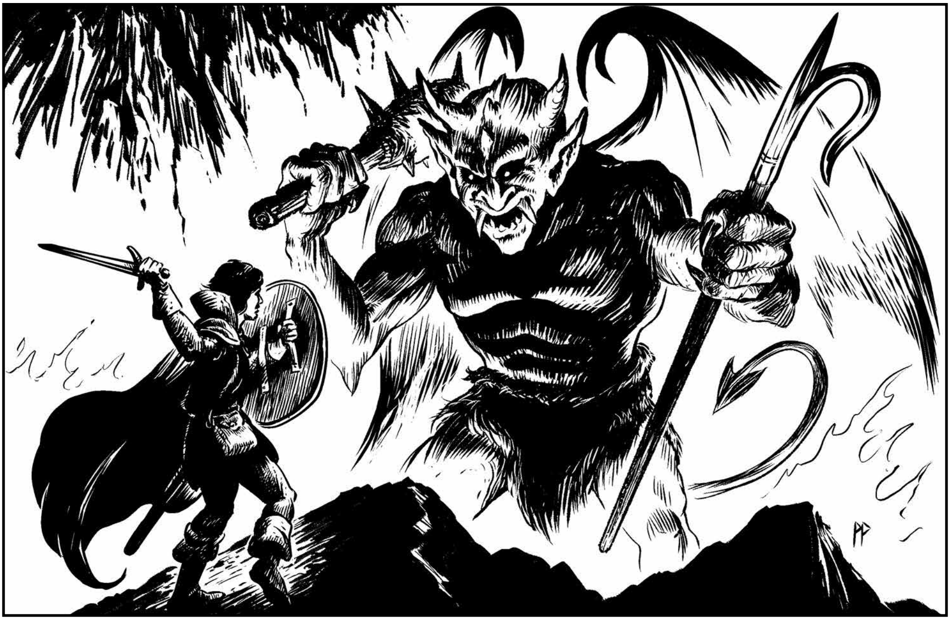
- ▶ **Magic resistance:** 50% (see ***p82***).
- ▶ **Regeneration:** A damaged ooze demon regains 1hp at the start of the round, as long as it is alive.
- ▶ **Absorption:** If a human-sized or smaller victim is hit by two appendages in the same round, they are pulled into the ooze demon's body. Inside the ooze: suffer 2d4 damage per round, unable to move or act. The victim's body is completely assimilated in 6 turns after death. The victim can only be freed if the ooze demon is killed. The ooze demon gains 1 HD for every creature it kills this way.
- ▶ **Corrosive slime squirt (3 times a day):** Targets in a 20′ long cone, 15′ wide at the end, must **save versus breath** or be enveloped in corrosive slime. The slime eats through cloth / leather in 1 round and metal armour in 3 rounds. Once any armour is dissolved, the slime inflicts 1d8 damage per round to exposed flesh. Slime can only be removed by fire, inflicting half damage to the victim and half to the slime (which has 8hp).
- ▶ **Seep:** Can squeeze through small holes and cracks.

Pit Fiend (Greater Demon)

Dreaded demons of great power. 12′ tall humanoids with skin of deep red, great barrel chests, huge, cloaking bat wings, and evil, fanged visages. Wield hooked poles and spiked clubs, and use their long, sinuous tails to entrap victims. In Nethria, they are the private guards of Infernus or feared warlords of the volcanic wastes.

AC -2 [21] **HD** 13***** (58hp) **Att** [Hook (1d4+4) + club (1d6+6) + tail (2d4 + constriction)] or flame arc (2d4 + burning) or magic **THAC0** 10 [+9] **MV** 60′ (20′) / 150′ (50′) flying **SV** D4 W5 P6 B5 S8 (13) **ML** 11 **AL** Chaotic **XP** 6,100 **NA** 1 (1d3) **TT** M + P

- **Magic resistance:** 65% (see ***p82***).
- **Fire immunity:** Unharmed by fire.
- **Regeneration:** A damaged pit fiend regains 2hp at the start of each round, as long as it is alive.
- **Constriction:** When a tail attack is successful, it wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage on each subsequent round. The victim cannot move or act but may **save versus paralysis** once per round to escape.
- **Flame arc:** 60′ range. A successful hit sets the target on fire, inflicting 2d4 damage per round until extinguished (requires magic).
- **Fear aura:** Any creature within 20′ of a pit fiend must **save versus paralysis** or be struck with terror and flee at maximum speed for 30 rounds.
- **Magic powers:** May use one power each round. Cannot be disrupted.
    - **a. Charm person:** Per the magic-user spell.
    - **b. Hold person:** A human, demihuman, or human-like monster (see ***Persons*** in *OSE*) within 120′ must **save versus spells** or be paralysed (magically frozen; unable to move or speak) for 12 turns.
    - **c. Fire ball (twice a day):** 10d6 damage to all in a 20′ radius area up to 240′ away. **Save versus spells** for half damage.



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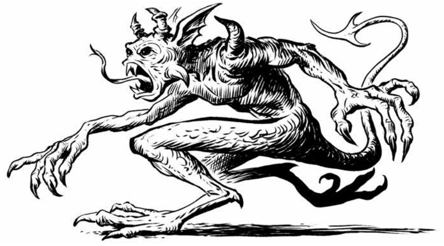

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Quasit (Lesser Demon)

Small (18″ tall) humanoid demons with scaly skin, reptilian tails, and circular mouths ringed with jagged fangs. Serve greater demons in Gargathuul, offering tributes for protection so that they can indulge their violent urges without fear of the consequences. When bound as a familiar, quasits encourage wanton violence and destruction.

AC 2 [17] **HD** 2+2* (11hp) **Att** [2 × claw (1d2 + poison) + bite (1d4)] or magic **THAC0** 17 [+2] **MV** 150′ (50′) **SV** D12 W13 P14 B15 S16 (2) **ML** 7 **AL** Chaotic **XP** 35 **NA** 1 (1d6) **TT** Q × 3

► **Magic resistance:** 25% (see ***p82***).

► **Regeneration:** A damaged quasit regains 1hp at the start of each round, as long as it is alive.

► **Poison:** Causes painful, burning wounds (**save versus poison**). Target's DEX is reduced by 1. Recovers after 8 turns. If reduced to 0 DEX, the victim becomes too weak to move or act.

► **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Detect magic:** Range 60′.
- **b. Invisibility:** Self only. Cannot attack while invisible.
- **c. Scare (once a day):** One living, intelligent creature within 60′ must **save vs spells** or flee in terror. The target may make a new **save vs spells** each round, with success indicating that the spell is broken.
- **d. Shape change:** Can transform into a lizard (***p168***) or monkey (***p168***) at will.

Shadow Demon (Greater Demon)

Incorporeal demons that appear as shadows with silhouetted bat wings, curved horns, wicked claws, and a lower half that fades away into nothing. Love to torment mortals and feed on their fear. As creatures of pure darkness, they abhor light.

AC -1 [20] **HD** 7+3*** (34hp) **Att** [2 × claw (1d6) + bite (1d8)] or magic **THAC0** 12 [+7] **MV** 180′ (60′) flying **SV** D8 W9 P10 B10 S12 (7) **ML** 8 **AL** Chaotic **XP** 1,650 **NA** 1 (1) **TT** None

► **Magic resistance:** 45% (see ***p82***).

► **Surprise:** Shadowy appearance. Other sides are surprised on a roll of 1–5.

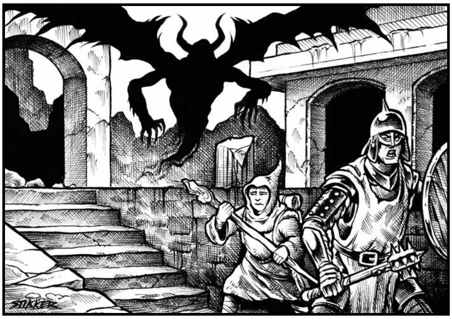
► **Light sensitivity:** Suffer a –4 penalty to attack rolls and a –2 penalty to AC when in bright light (daylight, *continual light*).

► **Light vulnerability:** A light spell (*light*, *continual light*) cast directly on a shadow demon deals 1d6 damage per spell level.

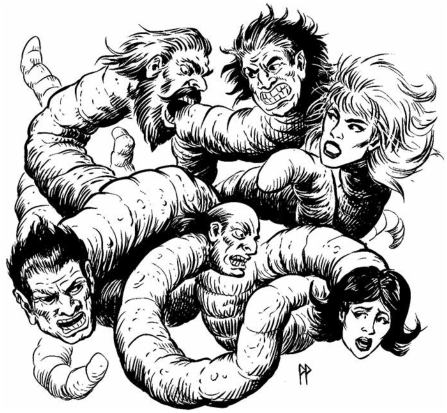
► **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Fear drain:** A touched victim (requires a melee attack roll in combat) is paralysed and wracked with terrifying visions. They lose 1hp per round (**save vs paralysis** once per round to escape); the shadow demon regenerates 1hp per round.
- **b. Phantasmal force:** Per the magic-user spell.

► **Shadow form:** Can move across walls and ceilings and can slip through small holes and cracks.



MATT STIKKER



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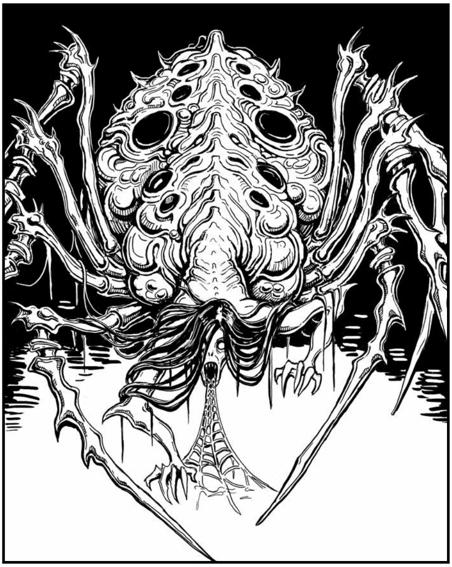
Soul Larva

6′ long worms, putrid yellow, with twisted human faces. Evil souls arrive in Malfflesia as writhing masses of soul larvae in the vast Spawning Pits, hunted and consumed by demons. Soul larvae who consume enough of their brethren are transmuted into fleshwarpers (***p95***).

AC 7 [12] **HD** 1 (4hp) **Att** Bite (1d4+1) **THAC0** 19 [0] **MV** 60′ (20′) **SV** D12 W13 P14 B15 S16 (1) **ML** 5 **AL** Chaotic **XP** 10 **NA** 1d4 × 10 (4d6 × 10) **TT** None



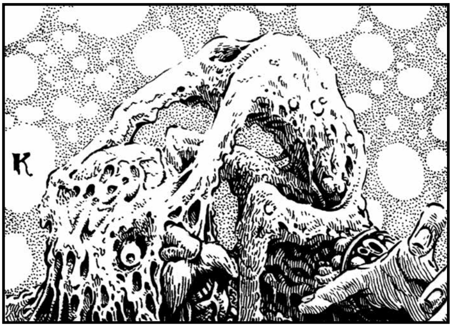
JUSTINE JONES

Spider Demon (Lesser Demon)

6′ tall hybrid monstrosities, with the 8 legs and abdomen of a spider and the upper body of a human with wrinkled grey skin. Their human head is topped with a wiry mane of hair, framing a pair of unblinking, black spider eyes. They are the infiltrators and spy masters of Sillith, gathering information for her myriad schemes. Able to summon beasts of the night to act as their informants.

AC 3 [16] **HD** 5** (22hp) **Att** Bite (2d6 + poison) or magic **THAC0** 15 [+4] **MV** 150′ (50′) **SV** D10 W11 P12 B13 S14 (5) **ML** 9 **AL** Chaotic **XP** 425 **NA** 1 (1d4) **TT** L

- **Magic resistance:** 25% (see ***p82***).
- **Poison:** Causes death in 1 turn (**save versus poison**).
- **Webs (twice a day):** Shoots a volume of sticky webbing, blocking a 10′ cube within 30′. Creatures in the area must **save versus paralysis** or be caught in the webs, entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in 2 rounds. Creatures in a flaming web suffer 1d6 points of damage.
- **Magic powers:** May use one power each round. Cannot be disrupted.
    a. **Darkness:** 10′ radius, within 120′. Lasts 1 turn.
    b. **Invisibility:** Self only. Cannot attack while invisible.
    c. **Summon beasts:** Summon creatures from the surrounding area: a 4 HD insect swarm (*OSE*) of tiny spiders, 1d10 × 10 rats (*OSE*), 2d6 giant rats (*OSE*), 1d10 × 10 bats (*OSE*), or 3d6 giant bats (*OSE*).
    d. **Cloak true form:** Can cloak true appearance with an illusory form.


LUCAS KORTE

Squib (Lesser Demon)

Diminutive (1′ tall) headless humanoids composed of brown, acidic mucus. The vermin of the slime kingdom, these prolific slime demons seek to eradicate all life. When bound as a familiar, squibs encourage destruction of knowledge, culture, and the living.

AC 7 [12] **HD** 1+1* (5hp) **Att** Slam (1d4 + acid) or magic **THACO** 18 [+1] **MV** 90′ (30′) **SV** D12 W13 P14 B15 S16 (1) **ML** 12 **AL** Chaotic **XP** 19 **NA** 1d3 (1d6) **TT** None

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► **Magic resistance:** 25% (see ***p82***).

► **Regeneration:** A damaged squib regains 1hp at the start of each round, as long as it is alive.

► **Acid:** After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armour after 1 round, then inflicts 1d6 damage per round. (Magic armour is dissolved in one turn.) Acid inflicts 1d3 damage even after the squib is killed, until washed off with water or wine.

► **Magic powers:** May use one power each round. Cannot be disrupted.

- **a. Corrosive touch (once a day):** A touched object dissolves into unusable sludge. Magic items have a 50% chance of being unaffected.
- **b. Shape change:** Transform into a frog (***p168***), newt (***p168***), or eel (***p168***) at will.

► **Seep:** Can flatten body to squeeze through small holes and cracks.

Tiefling

Humans with a mysterious demonic ancestor. Tend to be outcasts living on the fringes of society, shunned by those who fear their heritage. Each individual has a unique appearance (optionally roll twice on the ***Demonic Appearance*** table, ***p126***).

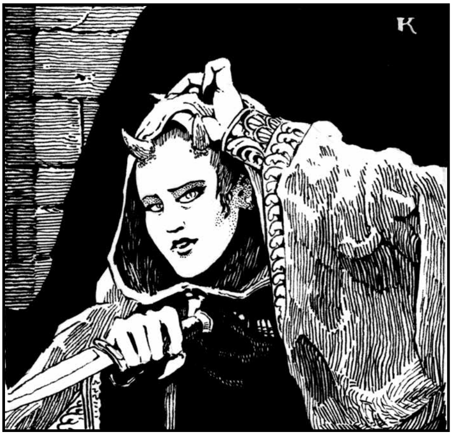
AC 6 [13] **HD** 1* (4hp) **Att** Weapon (1d6 / weapon damage die) **THACO** 19 [0] **MV** 90′ (30′) **SV** D11 W12 P12 B15 S14 (Tiefling 1) **ML** 7 **AL** Any **XP** 13 **NA** 1d4 (2d10) **TT** B

► **Holy water vulnerability:** Tieflings' demonic heritage makes them vulnerable to damage by holy water.

► **Beguiling tongue:** May attempt to beguile a person of up to 1 HD with a 30% chance of success. The victim must **save versus spells** or believe the tiefling's words for 1 round before realising they have been tricked. Once per day on any given person.

► **Demonic gifts:** Each individual has two random demonic gifts (***p126***).

► **Leader:** Groups of 15+ are led by a tiefling of level 1d6 + 1. For each magic item category, the leader has a 5% chance per level of possessing a random magic item of that type. Roll on the tables in ***OSE*** or ***Magic Items, p147***.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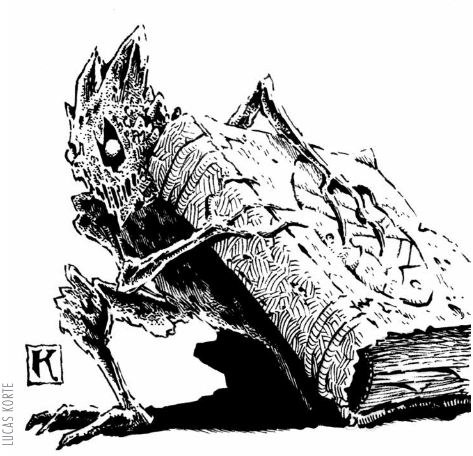
Tzaroi (Lesser Demon)

Small (1′ tall), angular crystalline humanoid demons with grey, transparent bodies and white, pearl-like eyes. They appear as ice crystals when not in motion. Tzarois are troublesome meddlers who engage in petty acts of curious cruelty. When bound as a familiar, they encourage treachery and the theft and hoarding of knowledge.

AC 3 [16] **HD** 2* (9hp) **Att** 2 × claw (1d3) or breath or magic **THAC0** 18 [+1] **MV** 90′ (30′) / 120′ (40′) flying **SV** D12 W13 P14 B15 S16 (2) **ML** 7 **AL** Chaotic **XP** 25 **NA** 1 (1d10) **TT** O

- **Magic resistance:** 25% (see ***p82***).
- **Immunities:** Unharmed by cold.
- **Surprise:** Indistinguishable from a shard of ice when still. Other sides are surprised on a roll of 1–3.
- **Breath weapon (twice a day):** A 10′ cube cloud of frost directly in front. All in the cloud suffer 2d4 damage (**save versus breath** for half).
- **Magic powers:** May use one power each round. Cannot be disrupted.
    a. **Fog cloud:** 20′ cube of dense fog at a location within 60′. Blocks vision and infravision. Lasts 1 turn.
    b. **Shape change:** Transform into a hare (***p168***), owl (***p169***), or penguin (***p169***) at will.



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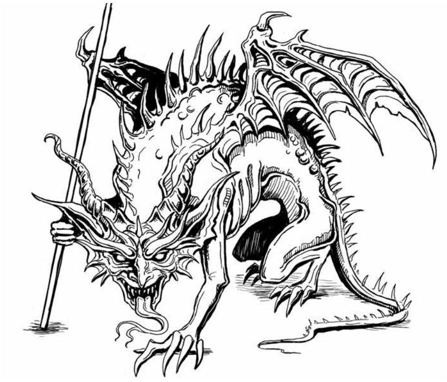

JUSTINE JONES

Vraxagon (Lesser Demon)

Spined demons with leathery wings and vicious talons. The wicked spines along their back smoke and flicker with blue flame. Only 3′ tall, vraxagons are employed as messengers, servants, and slavers of damned souls. Wield 4′ long forks.

AC 4 [15] **HD** 3+3** (16hp) **Att** [Fork (1d8) + 2 × talon (1d4) when flying] or 4 × spine (1d4 + burning) or magic **THAC0** 16 [+3] **MV** 60′ (20′) / 180′ (60′) flying **SV** D12 W13 P14 B15 S16 (3) **ML** 7 **AL** Chaotic **XP** 100 **NA** 1d4+1 (4d6) **TT** None

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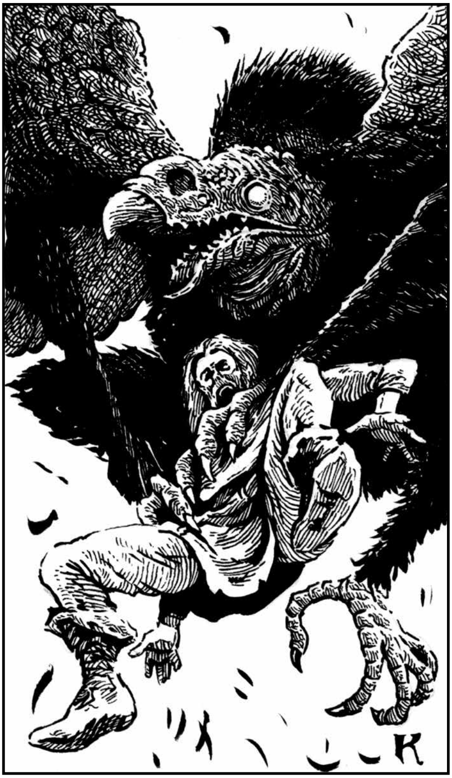
- **Magic resistance:** 25% (see ***p82***).
- **Fire immunity:** Unharmed by fire.
- **Talon attacks:** Only when flying.
- **Burning spines:** 60′ range. 12 in total; 2 regrow each day. A successful hit sets the target on fire, inflicting 1d4 damage per round until extinguished (takes 1 round).
- **Magic powers:** May use one power each round. Cannot be disrupted.
    a. **Charm person:** Per the magic-user spell.
    b. **Command:** Can utter a one word command at a living creature within 10′. The target must **save versus spells** or obey for 1 round. Commands that are directly harmful to the target fail.



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Vrock (Greater Demon)

Violent demons of low intelligence, 8′ tall, with feathered, humanoid bodies, great wings, scrawny necks, vulture-like heads, and vicious talons. Opportunistic predators who crave the flesh of sentients and hoard gems and precious metals.

AC 2 [17] **HD** 8** (36hp) **Att** [2 × claw (1d4) + 2 × talon (1d8) + beak (1d6)] or magic **THAC0** 12 [+7] **MV** 120′ (40′) / 180′ (60′) flying **SV** D8 W9 P10 B10 S12 (8) **ML** 9 **AL** Chaotic **XP** 1,750 **NA** 1d3 (1d6) **TT** B

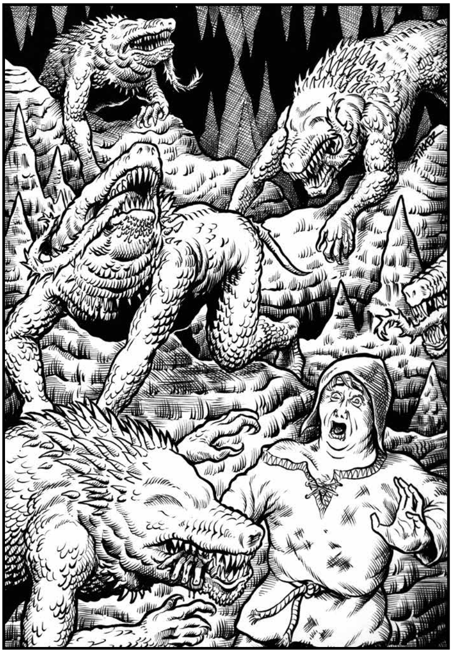
- **Magic resistance:** 50% (see ***p82***).
- **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

Vulprak (Lesser Demon)

6′ long, semi-humanoid reptilian demons also known as the Hounds of Ghursag. They have leathery red skin, eyeless, wolf-like heads, and lashing, barbed tongues. Lurk in the mountainous jungles of Gargathuul, hunting by scent and sound. They paralyse prey with venom before ripping them apart and dragging them back to their cave dens.

AC 4 [15] **HD** 4* (18hp) **Att** Bite (2d4) or tongue (1d4 + paralysis) **THAC0** 16 [+3] **MV** 150′ (50′) **SV** D10 W11 P12 B13 S14 (4) **ML** 8 **AL** Chaotic **XP** 125 **NA** 1d4 (1d8) **TT** V

- **Magic resistance:** 25% (see ***p82***).
- **Keen hearing and smell:** Only surprised on a 1.
- **Barbed tongue:** Can attack targets up to 15′ away. If the attack succeeds, the victim must **save versus paralysis** or be paralysed for 2d4 turns.
- **Tracking:** By scent. Once started, very difficult to put off the trail.



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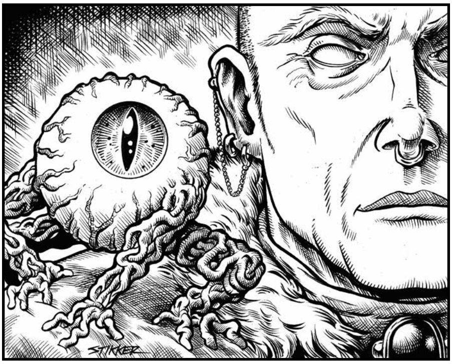

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Watcher (Lesser Demon)

Single large bloodshot eyeballs, 1′ diameter, with arms and legs of branching fibrous nerves. Plucked from the head of Bethgor himself. Watchers lack mouths and communicate purely through telepathy. They serve as vigilant guardians of Carcerus. When bound as a familiar, watchers encourage torture and other unjust punishments for the slightest offence.

AC 7 [12] **HD** 1+1* (5hp) **Att** Claw (1d4) or gaze or magic **THAC0** 18 [+1] **MV** 120′ (40′) **SV** D12 W13 P14 B15 S16 (1) **ML** 12 **AL** Chaotic **XP** 19 **NA** 1d3 (1d6) **TT** R

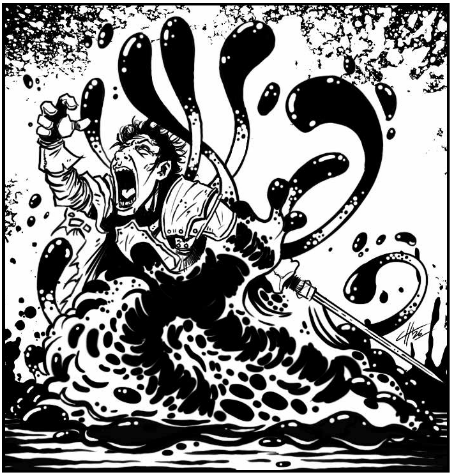
- **Magic resistance:** 25% (see ***p82***).
- **Surprise:** Never surprised, due to constant vigilance.
- **Regeneration:** A damaged watcher regains 1 hp at the start of each round, as long as it is alive.
- **Telepathy:** Can communicate telepathically with any sentient being within 120′.
- **Gaze (once a day):** A watcher's stare forces a single humanoid to **save versus paralysis** or become frozen still for 1d6 rounds.
- **Magic powers:** May use one power each round. Cannot be disrupted.
  - a. **Detect magic:** Range 60′.
  - b. **Light:** Per the magic-user spell.
  - c. **Shape change:** Can transform into an eagle (***p168***) or a cat (***p168***) at will.

Wrath Jelly

A shivering, blood-red, nigh-indestructible ooze with rudimentary intelligence and a willingness to eradicate itself for the sake of killing sentient life.

AC 6 [13] **HD** 7** (31hp) **Att** Touch (2d6 + engulf) or splatter or explode **THAC0** 13 [+6] **MV** 30′ (10′) **SV** D8 W9 P10 B10 S12 (7) **ML** 12 **AL** Chaotic **XP** 1,250 **NA** 1 (0) **TT** None

- **Immunity:** Unharmed by all attacks except cold or fire.
- **Engulf:** Creatures struck by a wrath jelly must **save versus paralysis** or become engulfed by the ooze: can act normally but cannot move. An engulfed creature can spend a round to again **save versus paralysis** to escape.
- **Splatter:** The wrath jelly sprays a portion of its acidic form at nearby victims. All within 10′ must **save versus breath** or suffer 2d6 damage. The wrath jelly loses 1d8 hp with every use of this attack.
- **Explode:** A wrath jelly can self-destruct, exploding in a 30′ radius blast of acid. All within the area suffer damage equal to the jelly's current hit points (**save versus breath** for half). Engulfed victims save at –4.



CORY HAMEL

MALEC

CHARACTERS

Augmenting the selection of character races and classes in *OSE*, this section presents a number of demon-themed character options. Classes are listed below with their prime requisites.

New Races and Classes

Chaos knight (STR + WIS, *p118*): Warriors sworn by wicked pact to serve a demon lord. Able to command demons and undead monsters and cast unholy spells at higher levels.

Cultist (WIS, *p120*): Stealthy evil priests who worship a demon lord. Able to command demons and undead monsters and cast unholy spells and rituals.

Demon hunter (INT + STR, *p122*): Wandering warriors sworn to protect the land from demons and their servants. Have innate resistance to demons' powers and learn to cast arcane spells and demonology rituals at higher levels.

Tiefling demihuman class (CHA + DEX, *p124*): Humans with a mysterious demonic ancestor. Possess skills of subterfuge and innate magical gifts.

Tiefling race (*p126*): This demihuman type is also presented as a race option for players who prefer creating characters with separate race and class.

Advanced Hit Dice

Some classes list an optional Advanced HD type in line with HD in *AD&D*. Using these increases character survivability.

New Equipment and Weapons

A small selection of new equipment required in demonology rituals and new weapons favoured by demon cults.

Customising the Game

While the character options in this book are present in many demonic campaigns, the referee decides which are available in their game. Some races or classes may be disallowed in order to reinforce the flavour of a game setting. For example, in a campaign framed around PCs as demon slayers, the chaos knight and cultist classes might only be used for NPC enemies.

Evil PCs

If the referee allows demon-allied PCs such as chaos knights or cultists, some thought should be given to their role in the adventuring party. The following points are worth discussing with the group to ensure that the game remains enjoyable for all.

Party goals: Players should ensure they have a reason to adventure with other characters, focusing on shared goals such as accumulating wealth.

Intra-party antagonism: Players should focus on fighting common enemies, rather than each other. Anti-cooperative behaviour such as attacking or stealing treasure from other PCs is rarely fun.

Evil deeds: The group should agree on their comfort level with PCs committing evil deeds such as murder and torture. Many players prefer to keep the game's focus on fantasy adventure and may not enjoy other players wantonly committing horrific deeds for the sake of playing a character's alignment.

CHRIS MALEC

CHAOS KNIGHT

Ability minimums: CHA 9
Prime requisite: STR and WIS
Hit Die type: 1d8 (Advanced 1d10)
Combat aptitude: Martial
Maximum level: 14
Armour: Any, including shields
Weapons: Any

Chaos knights are warriors bound to serve a demon lord or other Chaotic deity.

Alignment: A chaos knight must be Chaotic. If the character's alignment ever changes (for any reason), they lose all class abilities and become a fighter of the same level. The referee may allow the character to perform a quest of atonement in order to regain their status as a chaos knight.

Prime requisites: A chaos knight with 13 or higher in one prime requisite gets a +5% bonus to XP. If both STR and WIS are 16 or higher, they get a +10% bonus.

Commanding Evil (3rd Level)

Chaos knights of 3rd level and higher can invoke their deity's power to command demons and undead monsters they encounter. The player rolls 2d6, and the referee then consults the table opposite, comparing the roll against the HD of the type of monsters targeted. Demons are treated as 4 HD higher than their actual HD unless they serve the chaos knight's deity. See also ***Turning and Commanding Evil, p144***.

Divine Magic

See ***Magic*** in ***Old-School Essentials*** for full details on divine magic.

Holy symbol: Must be carried.

Deity disfavour: Chaos knights must be faithful to the tenets of their alignment and religion. Those who fall from favour with their deity may incur penalties.

DAVID HOSKINS

Spell casting: From 9th level, a chaos knight can pray to receive spells. The level progression table (opposite) shows the number of spells a chaos knight can memorise, based on their experience level. Chaos knights use the cleric spell list.

Hellish Strike

Once a day, a chaos knight can empower a single melee attack with hellish black flames. If the attack hits, the damage dealt is doubled. This power can be used twice a day from 5th level and thrice from 10th.

Infernal Steed (4th Level)

A chaos knight of 4th level or higher may summon an infernal steed—a warhorse with AC 5 [14], 5+5 HD, and movement rate 180′ (60′). If the steed dies, another may not be summoned for 10 years.

Unholy Resistance

Chaos knights are immune to all diseases, both mundane and magical.

Vow of Bondage

A chaos knight may keep only a total of one suit of magical armour, one magical shield, and one magical melee weapon. They must also spend 10% of all income on sacrifices to their deity.

After Reaching 9th Level

With the permission of their deity, a chaos knight can build a stronghold and subjugate the surrounding lands.

Chaos Knight Level Progression

				Saving Throws					Spells		
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**1**	**2**	**3**
1	0	1	19 [0]	10	11	12	13	14	–	–	–
2	2,750	2	19 [0]	10	11	12	13	14	–	–	–
3	5,500	3	19 [0]	10	11	12	13	14	–	–	–
4	12,000	4	17 [+2]	8	9	10	11	12	–	–	–
5	24,000	5	17 [+2]	8	9	10	11	12	–	–	–
6	45,000	6	17 [+2]	8	9	10	11	12	–	–	–
7	95,000	7	14 [+5]	6	7	8	8	10	–	–	–
8	175,000	8	14 [+5]	6	7	8	8	10	–	–	–
9	350,000	9	14 [+5]	6	7	8	8	10	1	–	–
10	500,000	9+2*	12 [+7]	4	5	6	6	8	2	–	–
11	650,000	9+4*	12 [+7]	4	5	6	6	8	2	1	–
12	800,000	9+6*	12 [+7]	4	5	6	6	8	2	2	–
13	950,000	9+8*	10 [+9]	2	3	4	3	6	2	2	1
14	1,100,000	9+10*	10 [+9]	2	3	4	3	6	3	2	1

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)
***:** Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

Chaos Knight Commanding Evil

	Hit Dice of Monster Type†							
Level	**1**	**2**	**2***	**3**	**4**	**5**	**6**	**7-9**
3	7	9	11	–	–	–	–	–
4	C	7	9	11	–	–	–	–
5	C	C	7	9	11	–	–	–
6	D	C	C	7	9	11	–	–
7	D	D	C	C	7	9	11	–
8	D	D	D	C	C	7	9	11
9	D	D	D	D	C	C	7	9
10	D	D	D	D	D	C	C	7
11	D	D	D	D	D	D	C	C
12	D	D	D	D	D	D	D	C
13+	D	D	D	D	D	D	D	D

:** 2 HD monsters with a special attack (an asterisk next to their HD rating—see ***Monster Hit Dice Notation in *OSE*).
†: See ***p144*** for notes on commanding more powerful demons / undead.

Commanding Table Results

–: The commanding fails.

Number: If the 2d6 commanding roll is higher or equal, the commanding attempt succeeds. Effects as per C, below.

C: The commanding succeeds. 2d6 HD of demons / undead obey the chaos knight for 1 round per level of the chaos knight.

D: The commanding succeeds. 2d6 HD of demons / undead are dominated and obey the chaos knight for 1 turn per level.

Excess HD: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one demon / undead monster will always be affected on a successful commanding.

Mixed groups: If command demons / undead is used against a mixed group of monsters of different types, those with the lowest HD are affected first.

CULTIST

Ability minimums: None
Prime requisite: WIS
Hit Die type: 1d4 (Advanced 1d6)
Combat aptitude: Semi-martial
Maximum level: 14
Armour: Leather, no shields
Weapons: Dagger, garotte, staff

Cultists are evil priests in the service of a demon lord or other Chaotic deity.

Alignment: Cultists must be Chaotic.

Back-Stab

When attacking an unaware opponent from behind, a cultist receives a +4 attack roll bonus and doubles any damage dealt.

Increasing Damage (Optional Rule)

Back-stab attacks optionally inflict triple damage at 6th–10th level and quadruple damage at 11th level and above.

Commanding Evil

Cultists can invoke their deity's power to command demons and undead monsters they encounter. The player rolls 2d6, and the referee then consults the table opposite, comparing the roll against the HD of the type of monsters targeted. Demons are treated as 4 HD higher than their actual HD unless they serve the cultist's deity. See also ***Turning and Commanding Evil, p144***.

Divine Magic

See ***Magic*** in ***Old-School Essentials*** for full details on divine magic.

Holy symbol: Must be carried.

Spell casting: A cultist can pray to receive spells. The level progression table (opposite) shows the number of spells a cultist can memorise, based on their experience level. Cultists use the cleric spell list.

Using magic items: As spell casters, cultists can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves).

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Magical research: A cultist of any level can spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a cultist reaches 9th level, they can also create magic items.

Deity disfavour: Cultists must be faithful to the tenets of their alignment and religion. Those who fall from favour with their deity may incur penalties.

Ritual Magic

Monetary costs of rituals related to a cultist's deity are halved. This includes researching sigils, inscribing magic circles, summoning and banishing demons, and summoning familiars—see ***Magic, p131***.

Stealth

A cultist has a 10% chance of hiding in shadows and a 20% chance of moving silently. In temples or dungeons holy to the cultist's deity, these chances are doubled.

After Reaching 9th Level

A cultist may construct a temple. If the cultist is in favour with their deity, the construction costs are halved, due to divine aid. 1d6 apprentice cultists of levels 1–3 will then arrive to serve the cultist.

Cultist Level Progression

				Saving Throws					Spells				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**1**	**2**	**3**	**4**	**5**
1	0	1	19 [0]	13	14	13	16	15	1	–	–	–	–
2	1,750	2	19 [0]	13	14	13	16	15	2	–	–	–	–
3	3,500	3	19 [0]	13	14	13	16	15	2	1	–	–	–
4	7,000	4	19 [0]	13	14	13	16	15	2	2	–	–	–
5	14,000	5	17 [+2]	11	12	11	14	12	2	2	1	1	–
6	30,000	6	17 [+2]	11	12	11	14	12	2	2	2	1	1
7	60,000	7	17 [+2]	11	12	11	14	12	3	3	2	2	1
8	120,000	8	17 [+2]	11	12	11	14	12	3	3	3	2	2
9	230,000	9	14 [+5]	8	9	8	11	8	4	4	3	3	2
10	340,000	9+1*	14 [+5]	8	9	8	11	8	4	4	4	3	3
11	450,000	9+2*	14 [+5]	8	9	8	11	8	5	5	4	4	3
12	560,000	9+3*	14 [+5]	8	9	8	11	8	5	5	5	4	4
13	670,000	9+4*	12 [+7]	6	7	6	9	6	6	5	5	5	4
14	780,000	9+5*	12 [+7]	6	7	6	9	6	6	6	5	5	5

THAC0: Attack matrix row to use.
(Ascending AC attack bonus in [].)
***:** Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Cultist Commanding Evil

	Hit Dice of Monster Type†							
Level	**1**	**2**	**2***	**3**	**4**	**5**	**6**	**7-9**
1	7	9	11	–	–	–	–	–
2	C	7	9	11	–	–	–	–
3	C	C	7	9	11	–	–	–
4	D	C	C	7	9	11	–	–
5	D	D	C	C	7	9	11	–
6	D	D	D	C	C	7	9	11
7	D	D	D	D	C	C	7	9
8	D	D	D	D	D	C	C	7
9	D	D	D	D	D	D	C	C
10	D	D	D	D	D	D	D	C
11+	D	D	D	D	D	D	D	D

:** 2 HD monsters with a special attack (an asterisk next to their HD rating—see ***Monster Hit Dice Notation in *OSE*).
†: See ***p144*** for notes on commanding more powerful demons / undead.

Commanding Table Results

–: The commanding fails.

Number: If the 2d6 commanding roll is higher or equal, the commanding attempt succeeds. Effects as per C, below.

C: The commanding succeeds. 2d6 HD of demons / undead obey the cultist for 1 round per level of the cultist.

D: The commanding succeeds. 2d6 HD of demons / undead are dominated and obey the cultist for 1 turn per level.

Excess HD: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one demon / undead monster will always be affected on a successful commanding.

Mixed groups: If command demons / undead is used against a mixed group of monsters of different types, those with the lowest HD are affected first.

DEMON HUNTER

Ability minimums: DEX 9
Prime requisite: INT and STR
Hit Die type: 1d8 (Advanced 1d10)
Combat aptitude: Martial
Maximum level: 14
Armour: Leather, chain mail, shields
Weapons: Any

Demon hunters are occult warriors who have sworn an oath to roam the land rooting out demons and their sinister influence. While some demon hunters work alongside religious institutions, they are not required to be aligned with a religion and do not carry the blessing of a deity.

Alignment: As opponents of Chaos, demon hunters may only be Lawful or Neutral. If a demon hunter ever changes alignment to Chaotic, they lose all special class abilities and become a fighter of the same level. The character may be able to regain their demon hunter status by performing a special quest.

Prime requisites: A demon hunter with at least 13 in one prime requisite gets +5% to experience. If both INT and STR are 16 or higher, they get a +10% bonus.

Arcane Magic (4th Level)

See ***Magic*** in ***Old-School Essentials*** for full details on arcane magic.

Spell casting: From 4th level, demon hunters gain the ability to cast arcane spells, owning a spell book in which the magical formulae for the spells they know are recorded (see ***Spell Books*** in *OSE*). A demon hunter's spell book initially contains *detect magic* or *read magic*, selected by the referee (who may allow the player to choose). At higher levels, the demon hunter may add more spells to their spell book. The level progression table (opposite) shows both the number of spells in the demon hunter's spell book and the number they can memorise, determined by the character's experience level. Demon hunters use the magic-user spell list.

KENNON JAMES

Using magic items: From 4th level, demon hunters are able to use magic scrolls of spells on their spell list (of any level). They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Demonic Resistance

Demon hunters gain a +2 bonus to all saving throws against demons' attacks and divine spells of demonic origin.

Demon Slayer

Demon hunters receive a +1 bonus to attack and damage rolls made against demons. This increases to +2 from 4th–8th level and +3 at 9th level and above.

Magic resistance: Demons' magic resistance (see ***p82***) is reduced by 15% when subject to spells cast by a demon hunter.

Demon Hunter Level Progression

				Saving Throws					Spells		
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**1**	**2**	**3**
1	0	1	19 [0]	12	13	14	15	16	–	–	–
2	2,500	2	19 [0]	12	13	14	15	16	–	–	–
3	5,000	3	19 [0]	12	13	14	15	16	–	–	–
4	10,000	4	17 [+2]	10	11	12	13	14	1†	–	–
5	20,000	5	17 [+2]	10	11	12	13	14	1†	–	–
6	40,000	6	17 [+2]	10	11	12	13	14	1†	–	–
7	80,000	7	14 [+5]	8	9	10	10	12	1†	–	–
8	150,000	8	14 [+5]	8	9	10	10	12	1	–	–
9	300,000	9	14 [+5]	8	9	10	10	12	2	–	–
10	450,000	9+2*	12 [+7]	6	7	8	8	10	2	1	–
11	600,000	9+4*	12 [+7]	6	7	8	8	10	2	2	–
12	750,000	9+6*	12 [+7]	6	7	8	8	10	2	2	1
13	900,000	9+8*	10 [+9]	4	5	6	5	8	3	2	1
14	1,050,000	9+10*	10 [+9]	4	5	6	5	8	3	2	2

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)
***:** Modifiers from CON no longer apply.
†: *Detect magic* or *read magic* only.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Languages

Demon hunters speak Demonic. From 5th level, they can understand (but not speak) the Chaotic alignment language.

Limited Possessions

A demon hunter may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

Ritual Magic (4th Level)

Demon hunters of 4th level and higher can undertake a study of demonology—see ***Studying Demonology, p132***. After completing this study, a demon hunter can research demons' sigils and can perform rituals to ward against or banish demons (e.g. *binding circle*, *circle of protection*, *banishment*, *exorcism*).

Sense the Demonic

Demon hunters are attuned to the eldritch influence of demons.

Demons: A demon hunter can sense the presence of demons within 30′.

Demonic influence: With a turn of concentration, a demon hunter can detect demonic influence on a touched creature or object. This includes demon worshippers and individuals or objects under the influence of demonic magic (including possession—see ***p82***).

After Reaching 9th Level

2d12 beings join the demon hunter as followers. The referee decides their nature—they may include human or demihuman adventurers, fantastic mounts, Law-aligned creatures, or special monsters. Followers that die are not replaced.

Tiefling

Demihuman Class

Ability minimums: INT 9
Prime requisite: CHA and DEX
Hit Die type: 1d6
Combat aptitude: Semi-martial
Maximum level: 10
Armour: Leather, chainmail, shields
Weapons: Any
Languages: Alignment, Common, Demonic

Tieflings are humans with a mysterious demonic ancestor. They tend to be outcasts living on the fringes of society, shunned by those who fear their heritage.

Prime requisites: A tiefling with at least 13 in one prime requisite gains a 5% bonus to XP. If both CHA and DEX are 13 or higher, the tiefling gets a +10% bonus.

Demonic Heritage

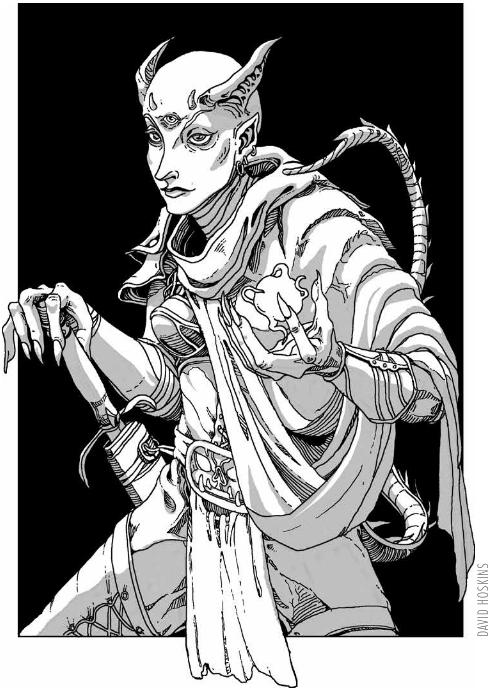
No two tieflings are alike—each individual's demonic ancestry manifests in different ways. Roll twice on the ***Demonic Appearance*** table (***p126***) and twice on the ***Demonic Gifts*** table (***p126***), re-rolling any duplicates. Unless noted, demonic gifts can be used at will, requiring a round's action.

Holy Water Vulnerability

Tieflings' demonic heritage makes them vulnerable to damage by holy water.

Infravision

Tieflings have infravision to 60′ (see ***Darkness*** under ***Hazards and Challenges*** in *Old-School Essentials*).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Tiefling Skills

Tieflings can use the following skills, with the chance of success shown opposite:

- **Beguile (BE):** On a successful check, the tiefling's words take on a supernatural potency. A person (see ***Persons*** in ***OSE***) of Hit Dice no greater than the tiefling's level must **save versus spells** or believe the tiefling's words. The beguilement lasts for 1 round per level of the tiefling. Afterwards, the beguiled person realises they have been tricked. This skill may only be used on any given person once per day.
- **Hear noise (HN):** In a quiet environment (e.g. not in combat), a tiefling can attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- **Hide in shadows (HS):** Requires the tiefling to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A tiefling may attempt to sneak past enemies unnoticed.

Tiefling Level Progression

Level	XP	HD	THAC0	D	W	P	B	S
				Saving Throws				
1	0	1	19 [0]	11	12	12	15	14
2	2,500	2	19 [0]	11	12	12	15	14
3	5,000	3	19 [0]	11	12	12	15	14
4	10,000	4	19 [0]	11	12	12	15	14
5	20,000	5	17 [+2]	9	10	10	13	12
6	30,000	6	17 [+2]	9	10	10	13	12
7	60,000	7	17 [+2]	9	10	10	13	12
8	120,000	8	17 [+2]	9	10	10	13	12
9	240,000	9	14 [+5]	7	8	8	11	10
10	360,000	9+2*	14 [+5]	7	8	8	11	10

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)
***:** Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

After Reaching 9th Level

A tiefling can construct a secret hideout, attracting 2d6 followers: 1st level thieves or tieflings. Followers are usually loyal to the character, but are not automatically replaced if killed. Criminally inclined characters may use their followers as the beginnings of a Thieves' Guild.

Tiefling Skills Chance of Success

Level	BE	HN	HS	MS
1	30	1–2	10	20
2	35	1–2	15	25
3	40	1–3	20	30
4	45	1–3	25	35
5	50	1–3	30	40
6	53	1–3	36	45
7	56	1–4	45	55
8	60	1–4	55	65
9	65	1–4	65	75
10	70	1–4	75	85

DAVID HOSKINS

Rolling Skill Checks

Hear noise: Is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Other skills: Are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for HN, HS, and MS on the player's behalf, as the tiefling does not immediately know if the attempt was successful. If an HS or MS roll fails, the referee knows that the tiefling has been noticed and should determine enemies' actions appropriately.

TIEFLING (RACE)

Ability minimums: INT 9
Ability modifiers: +1 DEX, –1 WIS
Languages: Alignment, Common, Demonic

Available Classes and Maximum Level

- **Acrobat:** 10th
- **Assassin:** 10th
- **Bard:** 6th
- **Chaos knight:** 8th
- **Cleric*:** 8th
- **Demon hunter:** 8th
- **Fighter:** 8th
- **Illusionist:** 10th
- **Magic-user:** 10th
- **Ranger:** 6th
- **Thief:** 10th

* Only in the service of a demon lord.

Tieflings are humans with a mysterious demonic ancestor. They tend to be outcasts living on the fringes of society, shunned by those who fear their heritage.

Demonic Heritage

No two tieflings are alike—each individual's demonic ancestry manifests in different ways. Roll twice on the ***Demonic Appearance*** table and twice on the ***Demonic Gifts*** table, re-rolling any duplicates. Unless noted, demonic gifts can be used at will, requiring a round's action.

Holy Water Vulnerability

Tieflings' demonic heritage makes them vulnerable to damage by holy water.

Infravision

Tieflings have infravision to 60′ (see ***Darkness*** under ***Hazards and Challenges*** in ***Old-School Essentials***).

Demonic Appearance

d%	Cosmetic Trait
01–02	Bony arm protrusions
03–04	One oversized arm
05–06	Red eyes, no whites/pupils
07–08	Black eyes, no whites/pupils
09–10	Hourglass-shaped pupils
11–12	Yellow cat eyes
13	Third eye in forehead
14–15	Goat-like hooves
16–17	Bird-like feet
18–19	Large, reptilian feet
20–21	3 digits on each hand
22–23	6 digits on each hand
24–25	Finger joints reversed
26–27	Cat claws
28–29	Small horns on forehead
30–31	Small horns on temples
32–33	Reptilian facial fins
34–35	Curling goat horns

Demonic Gifts

d%	Innate Magical Trait
01–02	Conjure 2d20 coins for 1 hour *
03–04	Conjure 3′ diameter pool of oil *
05–06	Conjure a puff of smoke
07–08	Conjure candle-sized flame
09	Summon normal bat (obeys) *
10	Summon normal rat (obeys) *
11	Speak telepathically out to 30′
12–13	Speak with bats
14–15	Speak with serpents
16–17	Speak with spiders
18–19	Acid resistance (half damage)
20–21	Cold resistance (half damage)
22–23	Fire resistance (half damage)
24–25	+2 bonus to saves versus charms
26–27	+2 bonus to saves versus poison
28–29	+2 bonus to saves vs illusions
30–31	+2 bonus to saves vs paralysis

***:** Usable once per day. (Otherwise at will.)

Demonic Appearance (Continued)

d%	Cosmetic Trait
36	Fleshy, bird-like beak
37–38	Deer-like antlers
39	Black spectral flame above head
40–41	Bald, skull-like head
42	Black jewel in forehead
43–44	Animated hair (not prehensile)
45–46	Knee joints reversed
47–48	Long, vaguely snake-like neck
49–50	Reptilian neck frills
51–52	Feathered skin
53–54	Scaly skin
55–56	Skin tinted red
57–58	Furry skin
59–60	Ridged skin
61–62	Skin tinted green
63–64	Skin tinted blue
65–66	Slimy skin
67–68	Skin tinted purple
69–70	Long, thin tail
71	Crocodile tail
72–73	Rattlesnake tail
74–75	Needle-like teeth
76–77	Fangs
78	Two rows of shark-like teeth
79–80	Unhinging, snake-like jaw
81–82	Segmented, crab-like jaw
83–84	Forked tongue
85–86	Long, black tongue
87–88	Bony spinal protrusions
89–90	Stubby, vestigial wings
91	Skeletal, non-functioning wings
92–93	One feathered wing
94–95	One scaly wing
96–97	Demonic symbol birthmarks
98–99	No navel
00	Distorted face on torso

Demonic Gifts (Continued)

d%	Innate Magical Trait
32–33	2-in-6 to detect magic by taste
34–35	See normally in magical darkness
36–37	Smell demons within 30′
38–39	Wreathe self in light (10′ radius)
40–41	Cast *burning blood* (***p33***) *
42	Cast *charm person* *
43–44	Cast *command* (***p45***) *
45–46	Cast *darkness* *
47–48	Cast *detect invisible* *
49–50	Cast *detect magic* *
51–52	Cast *immolate* (***p45***) *
53–54	Cast *invisibility* *
55–56	Cast *know alignment* *
57–58	Cast *levitate* *
59–60	Cast *magic missile* *
61–62	Cast *mirror image* *
63–64	Cast *phantasmal force* *
65–66	Cast *snake charm* *
67–68	Cast *spider climb* (***p63***) *
69–70	Cast *ventriloquism* *
71–72	Cast *wither limbs* (***p57***) *
73–74	Change skin colour
75–76	Destroy holy symbol by touch
77–78	Hold breath for up to 1 turn
79	Ignite flammable obj. w/in 30′ *
80–81	Leave no tracks
82	Open/close door within 30′ *
83–84	Snuff a small flame within 30′
85–86	Spit acid 20′ for 2d4 damage *
87–88	Spoil food by touch *
89–90	Teleport to visible site w/in 120′ *
91–92	Can move shadow independently
93–94	Contort through 3″ gap *
95–96	View known site within 120′ *
97–98	Stretch arm up to 5′ *
99–00	Tongue can extend up to 5′

DEMIHUMAN CLASS & LEVEL RESTRICTIONS

Some standard demihumans described in *Old-School Essentials* can become chaos knights, cultists, or demon hunters. The allowed races and their level limits are listed below.

Drow

Chaos knight*: 9th level

Cultist*: 11th level

Demon hunter: 9th level

* Optionally allowed to drow originating in societies dominated by worship of Sillith or another demon lord.

Elf

Demon hunter: 9th level

Half-Elf

Chaos knight: 10th level

Cultist: 9th level

Demon hunter: 10th level

Half-Orc

Chaos knight: 10th level

Cultist: 6th level

Demon hunter: 8th level

LEVEL TITLES

In some campaigns, guilds, colleges, or temples grant characters titles as they advance in level. The following lists can be used for inspiration.

Chaos Knight and Cultist Level Titles

Level	Chaos Knight	Cultist
1	Blackguard	Acolyte
2	Defiler	Adept
3	Malefactor	Priest(ess)
4	Corruptor	Ritualist
5	Reaver	Binder
6	Slayer	Invoker
7	Destroyer	Revelator
8	Hellraiser	Harbinger
9+	Chaos Lord (Lady)	High Priest(ess)

Demon Hunter and Tiefling Level Titles

Level	Demon Hunter	Tiefling
1	Neophyte	Guttersnipe
2	Seeker	Wretch
3	Stalker	Trickster
4	Warden	Whisperer
5	Bane	Beguiler
6	Scourge	Glamourer
7	Harrower	Netherborn
8	Hellslayer	Hellspawn
9+	Demon Hunter	Shadow Lord (Lady)

KENNON JAMES

EQUIPMENT

Ritual Equipment

Item	Cost (gp)
Brazier, brass	25
Candles (10)	1
Candle, ritual	10
Chalk (10 sticks)	1
Parchment (2 sheets)	1

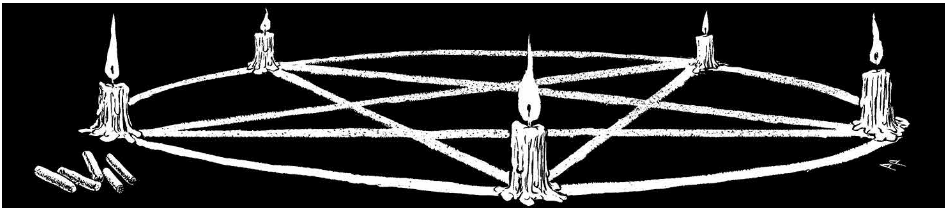
Brazier, brass: A wide brass dish with legs, used in rituals for burning charcoal, incense, and the like.

Candle: Everyday candles. A candle casts dim light in a 5′ radius and burns for 1 hour.

Candle, ritual: A large candle imbued with specific herbal essences required for a ritual. A ritual candle casts dim light in a 5′ radius and burns for 10 hours. If a ritual lasts longer than this, the candle must be replaced before burning down.

Chalk: Useful for making markings on stone. Inscribing a magic circle (***p134***) uses one stick of chalk.

Parchment: Fine-quality writing material made from untanned animal skin. Approximately 1′-square sheets.



PETER PAGANO

New Weapons

Weapon	Cost (gp)	Weight (Coins)	Damage	Qualities
Chain	2	100	1d4+1	Blunt, Entangle, Two-handed
Garotte	1	5	1d4	Melee, Stealth, Strangle, Two-handed
Whip	10	50	1d2	Entangle, Melee

Chain: A 10′ length of hefty metal chain, weighted on either end, and whirled in combat. On a successful attack, the attacker must decide to *either* inflict damage or entangle the target.

Garotte: A 2′ length of thin cord or wire with a grip at each end. Used to quietly strangle victims.

Whip: A 10′-long strap of braided leather. On a successful attack, the attacker must decide to *either* inflict damage or entangle the target.

New Weapon Qualities

Entangle: On a successful hit, the target must **save vs paralysis** or be unable to move or act and suffer –2 AC. A new save is allowed each round to escape. The weapon cannot attack while entangling.

Stealth: May only be used to attack an unaware person (see ***Persons*** in ***OSE***) from behind. Non-living creatures are immune.

Strangle: Following a successful hit, inflicts automatic damage each round. The victim cannot move and suffers a –2 penalty to attack rolls. A successful hit on the attacker allows the victim to break free.

MAGIC

In the time since the adventurers' delve into the Church of Our Lady of Sores (see ***Introduction, p5****), Azphon (6th level elf magic-user) has studied her stolen grimoire and learned the rituals to inscribe magic circles and summon demons. The players have decided to have Azphon summon Halbbzagorg, a hezrou demon whose sigil was described in the grimoire, hoping to learn from it the location of a* cubic gate*—a magic item they can use to journey into the hells. This example shows the procedure of bargaining with a summoned demon.*

Referee: As you cast the parchment into the flames, the blood in the dish boils and the candles sputter as the stench of sulphur fills the air. In a gout of acrid, yellow smoke, a flabby, toad-headed demon appears in your binding circle. He turns to you and hisses: "Who dares summon me?"

Player: Hear me, Halbbzagorg! I seek the location of a *cubic gate*. You will reveal it to me.

Referee: Now let's see how he reacts. Halbbzagorg probably knows where one is, but it would be pretty bad for the demons' plans if the *cubic gate* was stolen. I'll make that a –2 penalty. He's 3 HD higher than you as well, so that's another –1. What's your Charisma score?

Player: 13. I have a +1 bonus to reaction rolls.

Referee: Okay, looks like a –2 modifier total. (Makes the reaction roll and gets a 6 after modifiers: recalcitrant.) The demon lets out a croaking laugh. "How amusing! Another little sorcerer after demonic power. Tell me, little worm, why should I tell you anything?"

Player: I guess I have to sweeten the deal then. How about this? Give up your secrets, and in exchange, you can have my soul when I die.

Referee: That's a big sacrifice. Are you sure you want to do that?

Player: Sure. As long as we have the *cubic gate*, the others can just go and rescue my soul back from hell.

Referee: I like the way you think. Okay, since you're 6th level, your soul is worth a +2 bonus to the roll, cancelling out the penalties. (Makes the reaction roll and gets a 9: grudging agreement.) Halbbzagorg squints. "So eager to throw your soul away? Hmm… I suppose it could make for a nice snack."

Player: Yeah! And just think how much more delicious it will be when I become even more powerful.

Referee: Halbbzagorg licks his lips. "I accept. Of course, I'll need more than just your word." The demon reaches a hand down his throat, pulling out a slime-encrusted sheet of half-digested skin and tossing it onto the floor. The terms of your agreement ooze onto its surface.

Player: Whoa, nasty! I prick my finger and sign it in blood.

Referee: Halbbzagorg snatches up the contract with his tongue and swallows it. Visions flood Azphon's head as her mind's eye races through a steamy jungle, into an ancient stone temple teeming with lizardfolk, and down to an altar where the *cubic gate* sits. The demon grins and vanishes. His gurgling voice echoes through the room: "I look forward to receiving my payment."

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DEMONOLOGY

The study of demons and the magical techniques for influencing them are complex and dangerous arts. The material in this section provides rules for summoning demons, treating with them, binding them, and warding them.

Basic Knowledge

Some PCs may have a basic knowledge of demons. The prevalence of such knowledge depends on the campaign setting, but typically spell casters know the following, gained as part of their arcane apprenticeship or religious initiation:

- **Demon lords:** The names and domains of influence of demon lords.
- **Demons:** The types of demons and which demon lord they serve.
- **Hierarchy:** The relative power of different demons (based on their HD).

All further demonic lore must be researched or experienced first-hand.

Studying Demonology

To be able to perform any of the magical workings described in the following pages, a character first must successfully make a general study of demonology. Only those who can perform magical research (see ***Magical Research***) may do so.

Cost and time: 1,000gp worth of materials and 2 weeks of study.

Chance of failure: 25% minus the character's level (minimum 15%). Failed research can be repeated.

Success: If the research succeeds, the character is now able to research demons' sigils (***p134***) and perform the rituals to inscribe magic circles (***p134***), summon and banish demons (***p136***), and summon familiars (***p142***).

DAVID HOSKINS

Magical Research

The magical workings presented here rely on a spell caster's ability to research "other magical effects", as discussed in ***Other Magical Research*** under ***Magical Research*** in ***Old-School Essentials***.

Eligible characters: Class descriptions note which characters can perform this kind of magical research. Focused spell casters (e.g. illusionists, magic-users, clerics, cultists, druids) can perform magical research from 1st level.

Side effects: When a character performs demonology research, the referee may optionally roll for a side effect—see ***p170***.

Demonology in the Campaign

The referee should decide on the attitude towards demonology in different cultures of their campaign setting.

In some cultures, it may be forbidden by the authorities, with practitioners hunted down and incarcerated (or worse). In others, it may be regarded as an obscure field of occult study, dangerous but potentially useful, like any other.

Regardless, common folk almost always perceive demonology as a perilous art and fear those who dare to practice it.

KENNON JAMES

Magic Rituals

The magical procedures of demonology take the form of rituals, rather than spells. Rituals work as follows:

No memorisation: Rituals do not need to be memorised and do not count towards a caster's spells per day.

Time: Rituals take time to perform. The simplest take a number of rounds, but some take turns or hours.

Materials: Rituals require physical components such as incense, candles, chalk, and precious items. All listed materials are consumed by the ritual.

Chance of failure: All magic rituals have a chance of failure, listed in each ritual's description. Unless noted otherwise, a failed ritual can be repeated, but the required time and materials must be spent again.

Demon's Hit Dice Modifier

The chance of failure of many demonology rituals is modified by the difference between the caster's level and the demon's Hit Dice.

For example, the *circle of protection* ritual (***p135***) has a base 20% chance of failure, modified by the demon's HD. If a 5 HD demon approaches a *circle of protection* scribed by a 2nd level magic-user, the chance of the circle failing is 23% (base 20% plus 3 level difference).

SIGILS

At the heart of demonology lies the study of sigils—complex, arcane inscriptions that grant power over demons. Demon summoning (see ***p136***) requires knowledge of an appropriate sigil, and magic circles can only affect a greater demon if inscribed with a sigil. There are two kinds of sigils:

Lesser sigils: Refer to a *type* of lesser demon (lower than 6 HD). For example, one sigil exists for dretches (***p92***) and another for vraxagons (***p113***).

Greater sigils: Refer to an *individual* greater demon (6 HD or higher). A unique sigil exists for each individual greater demon.

Finding Sigils

Sigils are sometimes discovered in grimoires (see ***p160***) or other occult texts. Characters who have completed a study of demonology (see ***Studying Demonology, p132***) can identify, copy, and thereafter use discovered sigils.

Researching Sigils

Characters who have completed a study of demonology (see ***Studying Demonology, p132***) can attempt to discover a lesser or greater sigil via magical research.

Cost and time: Per Hit Die of the demon or type of demon: 500gp worth of materials and 3 days of study.

Chance of failure: 25% minus the character's level (minimum 15%). Failed research can be repeated.

Success: If the research succeeds, the character has learned the sigil for the desired demon or type of demon and is able to scribe it as desired.

MAGIC CIRCLES

Demons can be warded and imprisoned by magical diagrams inscribed on the ground. Only characters who have completed a study of demonology (see ***Studying Demonology, p132***) can perform the rituals detailed here.

Breaking Magic Circles

Magic circles are very fragile. If any part of a circle is damaged or obscured, it ceases to function. For example, a piece of straw that falls across a magic circle disrupts its magic.

Accidental Breakage

Magic circles used over a long duration (e.g. to contain a trapped demon) have a small chance of being accidentally broken. This may occur, for example, if dust falls onto a circle or if a fly lands upon it.

Chance: Judged by the referee, based on the circumstances. For example:

- A magic circle in a locked vault may only have a 1% chance per week of being broken.
- A magic circle in a frequented dungeon environment may have a 10% chance per day of being broken.

Area Effect Breakage

If a magic circle is within a damaging area effect (e.g. a *fire ball* spell), it is automatically broken.

Attack Breakage

Missile weapons and spell attacks that cross a magic circle have a chance of breaking the circle. For example, a splinter from an arrow or a spark of magical energy might break the circle.

Chance: 1-in-20 or greater per attack, as judged by the referee.

C. AARON KREADER

Permanent Magic Circles

Engraving a *binding circle* or *circle of protection* and inlaying it with gems and silver (10,000gp) takes 1 week (2 weeks for greater demons). The duration is then permanent, and the chance of failure is 10% (modified by demon's HD). If 50,000gp of materials and 1 month (2 months for greater demons) are spent, the chance of failure is 0% (modified by demon's HD).

Binding Circle (Ritual)

Time: 5 rounds (lesser demons) / 1 turn (greater demon)
Materials: Stick of chalk, vial of holy water
Duration: One usage (see below)
Range: Touch
Chance of failure: 20% (modified by demon's HD—***p133***)

A chalk pentagram ringed with a circle, sprinkled with holy water. This ritual has two usages (chosen when performed):

1. **Lesser demons:** Binding lesser demons (lower than 6 HD).
2. **Greater demon:** Binding an individual greater demon (6 HD or higher), whose sigil must be inscribed around the circle.

Effect: Roll the chance of failure for each demon summoned within the circle (see ***p137***). Affected demons are trapped—unable to leave the circle (physically or via teleportation or planar travel) and unable to touch or damage the circle. Their attacks, spells, and special powers cannot leave the circle.

Duration: The effect lasts until the circle is broken or a summoned demon leaves it (by whatever means).

Circle diameter: 5′–20′.

Circle of Protection (Ritual)

Time: 5 rounds (lesser demons) / 1 turn (greater demon)
Materials: Stick of chalk, vial of holy water
Duration: One usage (see below)
Range: Touch
Chance of failure: 20% (modified by demon's HD—***p133***)

A simple chalk circle sprinkled with holy water. This ritual has two usages (chosen when performed):

1. **Lesser demons:** Warding against all lesser demons (lower than 6 HD).
2. **Greater demon:** Warding against an individual greater demon (6 HD or higher), whose sigil must be inscribed around the circle.

Effect: Roll the chance of failure for each demon that tests the circle's bounds. Affected demons cannot enter the circle and cannot touch or damage the circle. Their attacks, spells, and special powers cannot enter the circle.

Duration: The effect lasts until the circle is broken or the caster steps out of it.

Circle diameter: 5′–20′.

Summoning and Banishing Demons

Ambitious spell casters desirous of occult knowledge or a powerful servitor sometimes attempt to summon demons to the Material Plane. At other times, it is necessary to purge a place or person of a demon's presence. Only characters who have completed a study of demonology (see ***Studying Demonology, p132***) can perform the rituals detailed here.

Banishment (Ritual)

Time: 3 rounds
Materials: Vial of holy water
Duration: Instant
Range: 60′
Chance of failure: 15% (modified by demon's HD—***p133***)

Reciting the sigil of a type of lesser demon (lower than 6 HD) or the personal sigil of a greater demon (6 HD or higher), the caster attempts to banish the monster back to its plane of origin.

Success: If the ritual succeeds, the demon must **save versus spells** or be instantly returned to its plane of origin. If the save succeeds, the caster suffers a backlash of 2d6 damage and is stunned (⅓ move, –2 AC, unable to act) for 1 round.

Save modifier: The demon's saving throw is modified by the difference between its HD and the caster's level. For example, if a 5th level magic-user attempts to banish a 10 HD demon, the demon gains a +5 bonus to the save.

Enhancement: If a body part from a powerful Lawful creature of magical nature (e.g. powdered unicorn horn, couatl feather) is consumed in a brazier as part of the ritual, the demon's saving throw is penalised by –2.

Demonic Summons (Ritual)

Time: 1 hour per Hit Die of demon
Materials: 5 ritual candles (black), sheet of parchment, dish of blood, brass brazier, 200gp of consumables (charcoal, incense, herbs, and oils)
Duration: 1 service or 666 days
Range: 30′
Chance of failure: 25% (modified by demon's HD—***p133***)

The caster inscribes the sigil of a type of lesser demon (lower than 6 HD) or the personal sigil of a greater demon (6 HD or higher) onto the sheet of parchment. They then recite the sigil to summon the named demon, casting the parchment into the brazier's flames at the ritual's culmination.

Setup: The caster stands beside the brazier, within the circle of burning candles. The dish of blood is placed within range.

Humanoid blood: If the dish is filled with the blood of a sentient humanoid, the chance of failure is reduced by 10%.

Magic circles: *Demonic summons* is usually performed after having prepared two magic circles: a *binding circle* (***p135***), wherein the dish of blood is placed, and a *circle of protection* (***p135***), wherein the caster stands.

Success: The invoked demon appears beside the dish of blood. If the dish was placed within a successfully scribed *binding circle*, the demon is trapped.

Bargaining: See ***p138*** for discussion on bargaining with summoned demons.

Interruption: If the ritual is interrupted, there is a 10% chance of the demon being instantly summoned beside the caster, rather than beside the dish of blood. This chance increases by 10% per round if the interruption persists.

Duration: The demon instantly returns to its plane of origin after completing an agreed-upon service or after 666 days if no bargain is reached.

KENNON JAMES

KENNON JAMES

Exorcism (Ritual)

Time: 1 turn
Materials: Vial of holy water
Duration: Instant
Range: Creature touched
Chance of failure: 15% (modified by demon's HD—***p133***)

The caster attempts to expel a demon from a possessed victim (see ***Possession, p82***), dousing them with a vial of holy water.

Success: If the ritual succeeds, the demon must **save versus spells** or be expelled from the victim's body.

Failure: If the ritual fails, the caster must **save versus spells** or suffer 1d6 damage.

Retrying: If an exorcism attempt fails, the caster cannot try again on that victim until 24 hours have passed.

BARGAINING WITH DEMONS

Once a demon has successfully been summoned (***p137***) and trapped within a *binding circle* (***p135***), the caster attempts to extract a service from the monster.

Bargaining Procedure

1. **Demands:** The caster states their demands of the trapped demon.
2. **Reaction roll:** The referee makes a reaction roll to see if the demon agrees to the caster's demands.
3. **Negotiation:** If the demon refuses, the caster must alter their demands. Return to step 2.

1. Demands

The caster states their demands of the trapped demon: the service to be performed (***p139***) and any promised rewards (***p140***) or threatened punishments (***p140***).

2. Reaction Roll

The referee plays the role of the trapped demon (see ***Role-Playing Demons, p12***) and makes a reaction roll to see if it agrees to the caster's demands. If the demon agrees, see ***Sealing a Pact, p141***.

PETER PAGANO

Reaction Roll Modifiers

Apply the following to the reaction roll:

Proposed deal: Any modifiers determined by the service requested (***p139***), rewards promised (***p140***), and punishments inflicted (***p140***).

Charisma: The caster's CHA modifier to NPC reactions (see ***Ability Scores*** in ***OSE***).

Relative HD: A modifier derived from comparing the demon's HD with the caster's level, as follows:

- **4 or more HD lower:** +2 bonus.
- **2–3 HD lower:** +1 bonus.
- **2–3 HD higher:** –1 penalty.
- **4–5 HD higher:** –2 penalty.
- **6–7 HD higher:** –3 penalty.
- **8 or more HD higher:** –4 penalty.

Demon Bargaining Reactions

2d6	Result
2 or less	Enraged
3–5	Hostile
6–8	Recalcitrant
9–11	Grudging agreement
12 or more	Willing agreement

Enraged: –2 to further reaction rolls. The demon refuses to negotiate for 24 hours.

Hostile: –1 to further reaction rolls.

Willing agreement: If no punishments were used during the bargaining procedure, the caster gains a +1 bonus to future reaction rolls with this demon (e.g. if it is summoned again).

3. Negotiation

If the demon resists the caster's demands, the caster may alter the proposed deal, either demanding a less bothersome service, offering greater rewards, or applying greater punishments.

Repeated reaction roll: When alterations increase the reaction roll modifier (i.e. making the demon more likely to capitulate), return to step 2.

Services

The caster may request any service desired, within the demon's capabilities. The nature of the service demanded can modify the bargaining reaction roll (***p138***). Some commonly requested services and their modifiers are listed below.

Impossible demands: Services of inordinate duration or those the referee deems impossible are 50% likely to cause the *binding circle* to break, releasing the demon to wreak vengeance upon the caster.

Arcane Tutelage (Greater Demons Only)

Teaching an arcane caster a new spell to add to their spell book (when able to do so—i.e. upon gaining an experience level, if using the standard spell book rules).

Arcane spells: Any standard spell.

Divine spells: Demons can teach arcane casters the use of divine spells exclusively bestowed by their demon lord—e.g. a glabrezu (***p97***) could teach the *animal hatred* spell that is available to followers of Ghursag. Each time such a spell is cast, the caster must sacrifice 1d4 hp of blood per level of the spell. The blood may be the caster's or that of another creature.

Reaction modifiers: 1st level spell: +1, 2nd level: no modifier, 3rd level: –1, 4th level: –2, 5th level –3, 6th level: –4.

Mission

Carrying out a mission in the Material Plane. For example, assassination, spying, theft, etc.

Reaction modifiers: Determined by the referee based on the estimated difficulty of the mission: +3 for a trivial mission, –3 for a gruelling mission.

Occult Knowledge (Greater Demons Only)

Consultation on a magical research procedure the summoner intends to pursue (e.g. researching a spell or magic item). The demon's occult insight can reduce the research cost and time as follows.

Minor aid: A brief conversation with the demon. Reduces research time by 25%.

Significant aid: A 24-hour consultation with the demon. Reduces research time and cost by 25%.

Major aid: A week-long consultation with the demon. Reduces research time and cost by 50%.

Reaction modifiers: +1 for minor aid, no modifier for significant aid, –2 for major aid.

Planar Travel (Greater Demons Only)

Transport to the Land of the Dead or the demon's plane of origin for the demon, the caster, and optionally companions.

Reaction modifiers: No modifier for the caster only, –1 for a single companion, –2 for up to 4 companions, –3 for up to 6 companions.

Secrets

The revelation of a secret known to the demon. The referee must decide what secrets a demon might know, based on the campaign setting and the summoned demon's involvement.

Reaction modifiers: Determined by the referee based on how well guarded the secret is: from +3 for a trivial secret to –3 for a perilous secret.

General Service

As a guardian, assistant, or similar.

Reaction modifiers: No modifier for 1 day, –1 for up to 1 week, –2 for up to 1 month, –3 for longer than 1 month. –2 for dangerous service (e.g. accompanying the caster on adventures).

Wishes (Greater Demons Only)

Petitioning the demon lord the demon serves to grant the caster's wish. See ***Wishes*** under ***Magic Items*** in *OSE*.

Reaction modifier: –4.

Rewards

The caster may offer various rewards for the demon's cooperation. The nature of the reward determines a bonus to the bargaining reaction roll (***p138***). Some commonly promised rewards and their bonuses are listed below.

Caster's Soul

Signing over the caster's mortal soul to the demon's master, collected upon death.

Reaction modifiers: Determined by the caster's level: +1 for 1st–4th level, +2 for 5th–8th level, +3 for 9th level or higher.

Effect: The caster's soul is transported to the demon's home plane upon death. The caster can subsequently only be raised from the dead with the permission of the demon lord. This typically requires the caster's allies to complete a special quest or sacrifice material goods of value equal to half the caster's XP total.

Sacrifices

Promising the demon sacrifices of humans or other sentient beings, preferably of Lawful alignment, can be an effective way of reaching an agreement.

Reaction modifiers: Determined by the total HD of beings promised for sacrifice: +1 for 1–4 HD, +2 for 5–8 HD, +3 for 9 or more HD. +1 if the sacrifices are present during negotiation and promised immediately upon sealing the bargain (i.e. not upon completion of the service).

Service in Kind

Promising a service in return, furthering the goals of the demon or the demon lord it serves.

Reaction modifiers: Determined by the referee based on the magnitude of the service: +1 for a minor deed, +2 for a major deed, +3 for a mighty deed.

C. AARON KREADER

Treasure

Promising the demon items of magical or material value to be collected upon completion of its service.

Reaction modifiers: Determined by the value of treasure promised: +1 for 1,000gp or a minor magic item (e.g. potion, scroll), +2 for 5,000gp or a powerful magic item (e.g. miscellaneous item, weapon), +3 for 25,000gp or a powerful and unique magic item.

Punishments

The caster can apply more punitive methods to persuade a demon to serve. The nature of punishments inflicted determines a bonus to the bargaining reaction roll (***p138***). Some common punishments and their bonuses are listed below.

Imprisonment

Leaving a demon trapped within a *binding circle* can encourage its compliance. Note that leaving a demon trapped is risky—see ***Accidental Breakage, p134***.

Reaction modifiers: Determined by the duration of imprisonment: +1 for 1 day, +2 for 1 week, +3 for 1 month or longer.

Torment

Inflicting a *scroll of torment* (***p161***) or *wand of torment* (***p159***) upon a demon trapped within a *binding circle* is an effective means of encouraging its submission.

Reaction modifiers: Cumulative +1 per round of torment. (Usually a new reaction roll is made each round of usage.)

C. AARON KREADER

Sealing a Pact

Once a demon has agreed to perform a service for the caster, the bargain must be written up (traditionally in blood) and burned in the flames of a brazier. The pact then takes on a magical potency that forces the demon to follow the listed terms. At this point, if the demon is to carry out a task in the Material Plane, the caster can safely release it from the *binding circle*.

Exact wording only: The caster must be exceedingly careful with the wording of the pact. Demons are treacherous and, unless the agreed-upon service can be easily and quickly accomplished, will follow the letter of the pact while twisting the intent.

No harm to caster: Once a pact is bound, the demon cannot cause harm (directly or indirectly) to the caster.

Completion: When the demon has completed the agreed-upon service (and has provided proof of completion to the caster, if applicable), the pact is dissolved and the demon returns instantly to its plane of origin.

Vengeance: Unless the terms of the agreement are particularly beneficial to the demon, it will harbour a deep and abiding enmity towards the caster and do all in its power to seek vengeance.

Breaking a pact: If the caster reneges on their side of the agreement (e.g. by withholding promised rewards), the pact is nullified and the demon is loosed from all terms. Typically, the freed demon will attempt to slay the caster and then run amok in the Material Plane.

DEMONIC FAMILIARS

A familiar is a minor demon sent by a demon lord to serve a Neutral or Chaotic spell caster in the Material Plane. In return for its service, the familiar demands payment for its demonic master. Over time, the familiar attempts to sway the caster with its insidious whispering, drawing them ever deeper into infernal bondage. Only characters who have completed a study of demonology (see ***Studying Demonology, p132***) can perform the ritual to summon a familiar.

Role-Playing Familiars

The referee should play the familiar as an independent NPC, not simply as a mindless servant of the caster.

Service: Although the familiar serves the caster, its true master is the demon lord who sent it to the Material Plane.

Whispered advice: The familiar whispers its counsel in the caster's ear, subtly encouraging them towards Chaotic deeds. A Neutral character who follows such advice will, in time, change to Chaotic alignment.

Combat: The familiar will not fight for the caster, except in desperate situations where its own life is in danger.

Theft: In addition to the infernal payment demanded each week, the familiar may attempt to purloin small treasures (e.g. gems, magic items) if presented with the opportunity. It will find a secret hiding place for such treasures and may eventually transfer them to its demonic master.

Treachery: The familiar maintains its own agenda and is ready to betray the caster if expedient.

Familiar Summons (Ritual)

Time: 2d12 hours
Materials: Cup of the caster's blood, brass brazier, 100gp of consumables (charcoal, incense, herbs, and oils)
Duration: Permanent
Range: Appears in the caster's presence
Chance of failure: 25% minus the character's level (minimum 15%)

The caster invokes a demon lord and requests the services of a familiar.

Alignment: The caster must be Neutral or Chaotic. Demon lords will not answer the call of Lawful characters.

Success: At the culmination of the ritual, the familiar appears in a puff of smoke and brimstone.

One only: The caster can only have one familiar at a time. If a familiar dies or leaves the caster's service, they cannot attempt to summon another until 1 year has passed.

The Familiar

The type of familiar sent to the caster depends on the demon lord invoked in the summoning ritual:

- **Avaraz:** Tzaroi (***p113***).
- **Bethgor:** Watcher (***p115***).
- **Drazoggoth:** Blagraff (***p87***).
- **Ghursag:** Quasit (***p110***).
- **Infernus:** Imp (***p100***).
- **Ooyxblix:** Squib (***p112***).
- **Phranax:** Mephit (***p105***).
- **Sillith:** Gremlin (***p98***).

Language: All familiars speak Common, Demonic, and Chaotic.

JUSTINE JONES

Familiar Benefits

Save bonus: While within 20′ of the familiar, the caster gains a +2 bonus to saving throws versus effects of magical origin (as judged by the referee).

Increased hit points: The caster's maximum hit points increase by 1d4. If the familiar dies or leaves the caster's service, these hit points are lost.

Telepathy: The caster and familiar can communicate telepathically up to a mile distant. The familiar can also opt to share its sensory impressions with the caster.

Spell mentor (arcane casters): When the caster gains an experience level, the familiar can act as a mentor, teaching them any additional spells they are now able to cast (e.g. a magic-user advancing from 8th to 9th level can learn a 3rd level spell and a 5th level spell). This process takes 1 week. The spells a character learns in this way are determined by the referee, depending on the demon lord the familiar serves and their plans for the caster.

Communion: Upon gaining the ability to cast 4th level spells, the caster can commune with the familiar's demonic master once per week. The demon lord will answer one question within their purview with a simple "yes" or "no" answer, relayed via the familiar.

Familiar Costs and Drawbacks

Infernal payments: The familiar demands a weekly payment or service from the caster—for example, 100gp or a magic item (magically transferred to the demon lord), the corruption of a Lawful person, or the sacrifice of a sentient being. Should the caster fail to make the payment, they may be granted an extra week to remedy the situation. Otherwise, the familiar leaves the caster's service: the caster is affected as if the familiar had died (see below).

Familiar's death: If the familiar should die, the caster permanently loses 1 experience level. This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the lost level (e.g. spells, saving throws, etc.). The caster's XP is reduced to the lowest amount for the new level. If the caster is reduced below 1st level, they die.

Caster's death: If the caster dies, the familiar whisks the caster's soul away to the domain of its demonic master, instantly vanishing in a cloud of sulphur. The caster can subsequently only be raised from the dead with the permission of the demon lord. This typically requires the caster's allies to complete a special quest or sacrifice material goods of value equal to half the caster's XP total.

TURNING AND COMMANDING EVIL

Turning Demons

Classes with the ability to turn the undead (e.g. clerics, paladins) can also attempt to turn demons.

Hit Dice: Demons are turned using the standard rules and tables for turning the undead but are treated as 4 Hit Dice higher than their actual HD rating. For example, a dretch (4 HD) is treated as an 8 HD monster for turning rolls.

Commanding Demons and Undead

Chaos knights and cultists have the ability to command demons and the undead instead of turning them. Successfully commanded monsters are affected as follows:

Mindless creatures: Mindlessly obey the character's basic commands.

Intelligent creatures: Regard the character as their master and will come to the character's defence. If they share a language, the character may give affected monsters commands, which they will obey. Affected monsters never obey suicidal or obviously harmful commands.

Usage limits: A character capable of commanding demons and the undead can make at most one attempt per day on an individual intelligent monster. They can make an unlimited number of attempts on mindless monsters.

Hit Dice: As noted above, demons are treated as 4 Hit Dice higher than their actual HD rating ***unless*** the commanding character is a follower of the demon lord the demon serves. For example, a cultist in the service of Phranax would command a dretch as a 4 HD monster.

Expanded Turning / Commanding Table

The standard tables for turning / commanding undead provide values for monsters of up to 9 HD. Many of the monsters in this book are of greater than 9 HD, so an expanded table is provided opposite.

Monsters of 10+ HD: Are more difficult to turn and cannot be automatically destroyed.

Unholy Retribution (Optional Rule)

Attempting to turn or command powerful demons or undead is a dangerous proposition. When a character makes a turning or commanding attempt against a monster of higher HD than their level, there is a chance that the monster's evil power overcomes the character who dares challenge it.

Failed attempts: On a failed turning or commanding attempt against a higher HD monster, the character is stunned for 1 round (⅓ move, –2 AC, unable to act).

Natural 2: On a turning or commanding roll of 2, the character is stunned for 1 round (⅓ move, –2 AC, unable to act), their holy symbol is destroyed (shattered, consumed in flame, dissolved into ooze, etc.), and they are unable to make further turning or commanding attempts for 24 hours.

Chaotic Clerics Commanding Evil

The referee may optionally treat Chaotic clerics the same as cultists and chaos knights—able to command demons and the undead, instead of being able to turn them.

LUCAS KORTE

Expanded Table For Turning / Commanding Evil

Cleric/ Cultist Level	Paladin/ Chaos K Level	Hit Dice of Monster Type																
		1	2	2*	3	4	5	6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30	31-33	34+
1	**3**	7	9	11	–	–	–	–	–	–	–	–	–	–	–	–	–	–
2	**4**	T	7	9	11	–	–	–	–	–	–	–	–	–	–	–	–	–
3	**5**	T	T	7	9	11	–	–	–	–	–	–	–	–	–	–	–	–
4	**6**	D	T	T	7	9	11	–	–	–	–	–	–	–	–	–	–	–
5	**7**	D	D	T	T	7	9	11	–	–	–	–	–	–	–	–	–	–
6	**8**	D	D	D	T	T	7	9	11	–	–	–	–	–	–	–	–	–
7	**9**	D	D	D	D	T	T	7	9	11	–	–	–	–	–	–	–	–
8	**10**	D	D	D	D	D	T	T	7	10	11	–	–	–	–	–	–	–
9	**11**	D	D	D	D	D	D	T	T	9	10	11	–	–	–	–	–	–
10	**12**	D	D	D	D	D	D	D	T	8	9	10	11	–	–	–	–	–
11	**13**	D	D	D	D	D	D	D	D	7	8	9	10	11	–	–	–	–
12	**14+**	D	D	D	D	D	D	D	D	T	7	8	9	10	11	–	–	–
13	**–**	D	D	D	D	D	D	D	D	T	T	7	8	9	10	11	–	–
14+	**–**	D	D	D	D	D	D	D	D	T	T	T	7	8	9	10	11	–

Number: If the 2d6 roll is higher or equal, the attempt succeeds. Effects as per T, below.
T: Turning: 2d6 HD of monsters flee from the area if possible and will not harm the character. **Commanding:** 2d6 HD of monsters obey the character for 1 round per level.
D: Turning: 2d6 HD of monsters are destroyed—instantly and permanently annihilated. **Commanding:** 2d6 HD of monsters obey the character for 1 turn per level.

STIKER

MAGIC ITEMS

Yesheelba vaulted the river of clattering chains threading the sweltering depths of Carcerus. She sprinted past barbed gates, sallow, toothless faces peering from the bars, pleading for salvation. She ignored them and plunged onward towards a distant rumbling: her quarry. Corridor by corridor, it grew louder until finally she came upon it: calcabrina, a living steamroller as wide as the hallway, its mask-like face bellowing steam. "That's it, big guy!" she taunted. "Catch me if you can!"

Its ponderous, hateful bulk immediately began rolling towards her. Her thumb pressed the black snowflake icon on the ivory cube in her hand: a *cubic gate*. A static-filled wall of white appeared before her. She checked that the demon still pursued, then leapt into the crackling void.

Fighter and demon emerged in the icy hell of Zonth, both abruptly struggling for balance on the frozen floor of a deeply gouged canyon. Yesheelba's knees buckled as the cold stole the breath from her lungs. She summoned a hidden kick inside and gasped, rolling away from the hissing calcabrina. Above the pair, the Tower of Memory stretched into the frigid mist.

She bolted down the canyon, regaining more control of her seized muscles with every step. At the foot of the tower ahead, a massive, insectoid fiend loomed, its bulbous, faceted eyes fixing on her. It coughed a guttural hack and strode down the tower's rimy stair to meet her, ice sloughing off of its chitinous joints.

Yesheelba stood firmly in place with a hand on her sword's hilt. A crash behind her announced the entrance of the calcabrina skidding across the ice, still locked in its singular, dogged pursuit. The two demons stopped and regarded one another. The ice devil charged; the calcabrina charged. And with a double-tap of the *cubic gate*, Yesheelba blinked out of existence, the crushing howls of the rageful devils' collision echoing behind her.

Using Demonic Magic Item Tables

This section presents tables for rolling magic items of each category (i.e. armour and shields, potions, rings, etc.). These can be used in two ways:

1. **Demonic items:** When deliberately placing an item of demonic provenance in a treasure hoard, either choose or roll a magic item category (see ***Magic Items*** in ***OSE***) then roll on the appropriate table in this book.
2. **General treasure hoards:** When rolling a hoard that may include normal magic items or demonic items, roll as normal but give each magic item rolled a 1-in-10 chance of being a demonic item. If this chance comes up, roll on the appropriate table in this book. (The 1-in-10 chance may be adjusted as desired, based on the prevalence of demonic items in the campaign setting.)

Yesheelba felt the warmth and the familiar rug of Azphon's library. She collapsed, shivering and drained. Orrick raced to her, knelt, and gripped her arm, comforting but also eager. "Did it work?" he asked. Yesheelba smiled. "Everyone get ready to enter the tower," she said. Her finger again found the black snowflake on her ivory cube. "The coast is clear."

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ARMOUR AND SHIELDS

Usage: Per normal class restrictions.

Full info on magic armour: See *OSE*.

Demonic Armour and Shields

d%	Item
01–10	Chainmail +1, Man-Trap
11–25	Cursed Armour −1, Bleeding
26–40	Leather Armour +1, Hell-Wolf
41–55	Leather Armour +2, Shardblast
56–65	Plate Mail +2, Demon Skin (Cursed)
66–75	Plate Mail +2, Martyr
76–90	Shield +1, Chaos
91–00	Shield +2, Hungering

Chainmail +1, Man-Trap

A draping, oversized shirt of interlocking chains. With a command, the chains extend from the wearer's body to constrict and paralyse targets.

Activation: Once per day, the wearer can point at desired targets and speak the command word.

Range: Up to 4 targets within 120′.

Restrictions: Only living humanoid targets of at most 4+1 HD each are affected.

Effect: The armour projects slithering lengths of chain to entangle the targets, who must **save versus paralysis** or be paralysed (magically frozen; unable to move or speak) and tethered to the armour's wearer.

Duration: 9 turns or until the wearer moves further than 120′ from any affected target.

Cursed Armour −1, Bleeding

A cursed suit of armour (any type—the referee may choose or roll) that causes the wearer's wounds to bleed uncontrollably.

When damaged: If the wearer suffers damage from a cutting, ripping, or stabbing attack, they suffer 1 additional point of damage per round (up to a maximum of 10 rounds).

Multiple wounds: Each instance of damage deals additional damage per round.

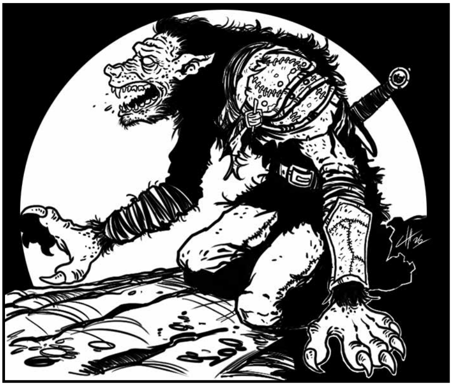
Stopping bleeding: Bandaging a wound (takes 1 round) stops it bleeding and negates further damage.

Leather Armour +1, Hell-Wolf

The uncured skin of a dire wolf, still wet with blood. It allows its wearer to temporarily take a wolf's shape.

Transformation: Once per day, the wearer can transform into a demonic wolf for up to 6 turns. While in this form, the wearer is unable to speak or cast spells. They retain their own hit point total but have AC 6 [13], movement rate 180′ (60′), THAC0 15 [+4], and can make a bite attack (2d4 damage). Other clothing and held items are absorbed into the wolf's form.

Animal enmity: Animals are uneasy around anyone wearing this armour; adjust reaction rolls by −2.



CORY HAMEL

Leather Armour +2, Shardblast

A porous mesh of black chitin growing from a tunic of leathery grey skin. When the armour is pierced, the brittle mesh explodes outward with an audible bang.

Shardblast: When the wearer is hit in combat, the web-like shell explodes, targeting every creature within 10′ for 3d6 damage (**save versus breath** for half damage). The shell grows back after 6 hours.

Afterwards: The armour's AC is reduced by 2 for 6 hours.

Plate Mail +2, Demon Skin (Cursed)

A cursed breastplate made of thick, scaly horned devil hide that grants the wearer resistance to fire but fuses with their skin and cannot be removed.

Resistances: The wearer gains a +2 bonus to saves against fire attacks and only suffers half damage from fire and heat.

Removing: Once donned, the character is cursed and cannot remove the armour. The curse can only be removed with magic (e.g. *remove curse*).

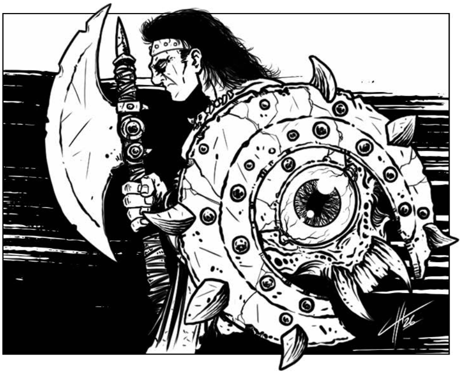
Plate Mail +2, Martyr

Lumpy, misshapen plate mail with deconstructed forms of human anatomy protruding oddly: feet extend like wings from the back, fingers emerge from a shoulder, a human head projects from the breastplate. In combat, the armour audibly moans.

Ablative armour: The armour itself has 9 hit points. Any damage accrued by the wearer is first subtracted from the armour's hp before its wearer is harmed.

Recovery: The armour recovers lost hp at a rate of 1d8 per day (recovered at dawn).

Destruction: *Martyr plate mail* can only be destroyed through a *disintegrate* spell or a wish.



CORY HAMEL

Shield +1, Chaos

A shield with a glowing, bloodshot eye at its centre. Opponents who hit the wielder are afflicted with maddening visions.

Visions: Creatures who successfully hit the wielder with a melee attack must **save versus spells** or be afflicted with maddening visions for 1d4 rounds, acting randomly each round (roll 2d6): 2–5 Attack foes, 6–8 No action, 9–12 Attack allies.

Shield +2, Hungering

A shield of taut skin, with blinking red eyes and a gaping mouth ringed with sharp teeth. Bites at opponents who hit the wielder.

Biting: If the wielder is hit by a melee attack, the shield attempts to bite the attacker's weapon. The attacker must **save versus paralysis**. On a failed save, the weapon is stuck in the shield's mouth.

Stuck weapons: The attacker may **save versus paralysis** each round to pull their weapon free. Otherwise, it is consumed in 1d4 rounds.

Unarmed attacks: The shield bites down on the attacker, rather than their weapon. They are trapped, unable to act, and suffer 1 point of damage each round. The victim may **save versus paralysis** each round to pull free.

MISCELLANEOUS ITEMS

Full info on misc. magic items: See *OSE*.

Miscellaneous Demonic Items

d%	Item
01–04	Cloak of Flayed Skin
05–09	Cloak of Shadows
10–12	Crown of Domination
13–17	Crown of Pain
18–20	Cubic Gate
21–25	Curse Doll
26–30	Demon Hand
31	Demon Talisman, Demon Lord
32–36	Demon Talisman, Greater
37–51	Demon Talisman, Lesser
52–56	Eye of Arcane Sight
57–63	Fuliginous Candle
64–71	Gauntlets of Unholy Strength
72–76	Lyre of Sickness
77–84	Mask of the Were-Beast
85–87	Necklace of Demons
88–95	Torc of Demonic Speech
96–00	Veil of Dissolution

Cloak of Flayed Skin

A cloak made from stitched-together pieces of quivering human flesh. If the wearer is injured, chunks of the cloak tear off and graft over the wounds, healing them.

Healing: One usage of the cloak heals 1d6+1 hit points.

Restoring lost limbs: If the wearer loses a limb, one usage of the cloak restores it, but with obvious mutations (e.g. extra fingers, mismatched size).

Healing others: The wearer can also rip off chunks of the cloak to heal other living creatures, as above.

Number of usages: The cloak has enough skin for 2d10 usages.

Cloak of Shadows

A night-black cloak made of tangible shadows and shifting smoke.

Near invisibility: While in an area of darkness, the wearer of the cloak is rendered almost invisible: there is only a 1-in-6 chance they are spotted.

Teleporting: Once per day, the wearer can teleport to a shadow visible within 360′ by flourishing the cloak over themselves. The shadow must be large enough that they can fit inside it.

Crown of Domination

A crown of black metal crafted in the form of flames. Allows the wearer to dominate the wills of others, eventually corrupting the wearer towards Chaos.

Usage: A charm may be placed upon a person within 60′. One target may be charmed per round. Each time the crown is used, the wearer must **save versus spells** or permanently lose 1 WIS (can only be restored by powerful magic—e.g. a wish). If their WIS reaches 0, the wearer becomes an NPC under the direct mental control of Infernus.

Resisting: The subject may **save vs spells** with a –2 penalty to resist being charmed.

Charmed individuals: Regard the character as their master and will come to their defence. The character may give charmed subjects telepathic commands, which they will obey. Subjects may resist commands that contradict their habits or alignment. Suicidal commands are always refused.

Duration: The charm lasts until dispelled or until the crown is removed.

Curse: Once a character uses the crown, they refuse to remove it and will use any powers at their disposal to keep it. The curse can be removed by magic (e.g. *remove curse*) or (at the referee's option) by performing a special quest.

Crown of Pain

A twisted circlet of barbed wire. Grants the ability to cast a set of spells at the cost of the wearer's hit points.

Cost: Using the crown to cast a spell causes it to constrict around the wearer's head, inflicting damage depending on the power of the spell.

Spells: *Cause light wounds* (1d3 damage), *hold person* (2d3 damage), *hold monster* (4d3 damage), *shackles of agony* (5d3 damage, ***p27***).

Cubic Gate

A 3–4″ cube of bone, ivory, or stone engraved with hellish landscapes and scenes of torment. Pressing one of the cube's faces opens a magical portal to a specific plane of existence.

Planes: One face of the cube opens a portal to the Material Plane. The other 5 faces are each keyed to a different Outer Plane, selected by the referee (e.g. rolling on the ***Random Hellish Plane*** table, ***p161***).

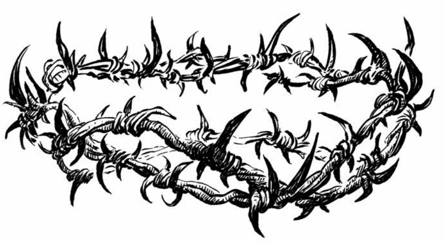
Destination: The referee determines the destination of the portal within the plane. It may not be the same each time the cube is used.

Pressing a face once: Opens a two-way portal to the keyed plane. There is a 1-in-6 chance per turn that a denizen of that plane steps through.

Closing: Pressing the same face again closes the portal, as does opening a new portal with another face.

One only: The cube can only maintain a single portal at a time.

Pressing a face twice quickly: Instantly transports the character and all creatures within 5′ to the keyed plane, without opening a portal.



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Curse Doll

A small human figure of cloth stitched with occult symbols. Allows its user to inflict pain or a curse on a remote subject by attaching a sympathetic item to the doll.

Sympathetic item: An item of close personal connection to the subject (e.g. a ring, a piece of a commonly worn garment, a lock of hair, etc.) must be sewn inside the doll. Only one subject can be affected at a time.

Pain: Each time the user stabs the *curse doll* with a sharp object, the subject is wracked with agonising pain for 1 round: they suffer a –2 penalty to attack rolls and saving throws and must **save vs spells** or be unable to move or act this round.

Cursing magic: Spells that inflict a curse (e.g. *curse*), can be cast on the doll to affect the subject as if they were present.

Demon Hand

The severed, clawed hand of a demon, with blackened skin and fingers that glow like embers.

Grafting: To use the hand's power, the owner must sever one of their own hands, then press the *demon hand* to the stump, where it magically fuses. It can only be removed by cutting it off.

Power: The wearer can cast *finger of death* (***OSE***) once per week. The first usage turns a Lawful or Neutral wearer to Chaotic alignment.

Demon Talisman

A talisman inscribed with the sigil of an individual or type of demon (see ***Sigils, p134***). Grants the wielder power over a demon described by the sigil.

Protection: The wearer is immune to the attacks and powers of the demon or demon type whose sigil is inscribed.

Commanding: By reciting the inscribed sigil aloud, a spell caster can summon the described demon to the Material Plane to serve them. Once the service is complete, the demon vanishes, and the talisman shatters and is useless.

Duration of service: Is determined by the type of demon. Lesser: 9 days; greater: 9 hours; demon lord: a single service.

Reaction: Affected demons are enraged and will seek to slay the user once free of the talisman's power.

Eye of Arcane Sight

A disembodied, double-pupilled eye tattooed with glowing arcane symbols.

Grafting: To use the eye's power, the owner must gouge out one of their own eyes and place it in the socket. It can then only be removed by cutting it out.

Power: The character gains the ability to detect invisible and magic within 60′.

Fuliginous Candle

An enchanted black candle etched with demonic glyphs. When lit during a successful *demonic summons* ritual (see ***p137***), the summoned demon can be banished by snuffing the flame.

Snuffing: If the candle is extinguished, the demon must **save vs spells** with a –4 penalty or be instantly whisked back to its home plane. If the save succeeds, the candle cannot be relit for 1 turn.

Duration: The candle burns for a total of 4 hours. It can be extinguished and relit.

Gauntlets of Unholy Strength

Spiked gauntlets set with blood-red gemstones. They provide unnatural strength in battle, at the cost of damage to the wearer.

Activating: The gauntlets' powers are activated when the wearer touches their fists together. Repeating this gesture deactivates the gauntlets.

While the gauntlets are activated:

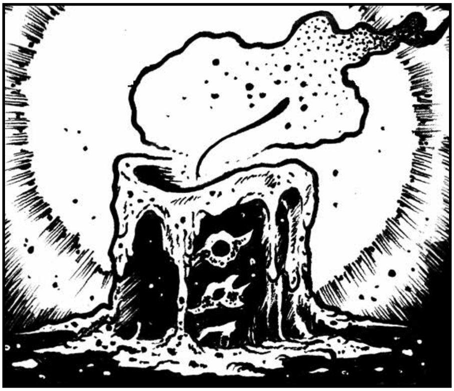
- **Combat ability:** The wearer's combat ability is augmented: they attack with THAC0 11 [+8]. (If the character already has better attack probabilities, the gauntlets do not alter these.)
- **Melee attacks:** Inflict double damage.
- **Hit point loss:** The wearer loses 1 hit point per round.

Lyre of Sickness

A lyre made from demon horns and bloody sinew with the power to sicken mortal creatures with its discordant tones.

Playing: The magical effect is activated by playing a specific melody, which must be learned (treat as a command word).

Effect: Mortal creatures (excluding the one playing the lyre) within 60′ must **save vs spells** or be overcome with nausea for 1d6 rounds, unable to perform any physical activity except half-speed movement.



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Mask of the Were-Beast

A wooden mask in the likeness of a snarling bear, boar, rat, tiger, or wolf. Grants its wearer bestial strength in combat.

Effects: The wearer gains a +2 bonus to melee attack and damage rolls.

Peril: Each time a character puts on the mask, they must **save versus spells**. On a failure, the mask magically fuses to the wearer's face, and they immediately become a lycanthrope (*OSE*) corresponding to the animal type depicted on the mask.

Necklace of Demons

A golden chain hung with spheres of black crystal. Each can summon a demon.

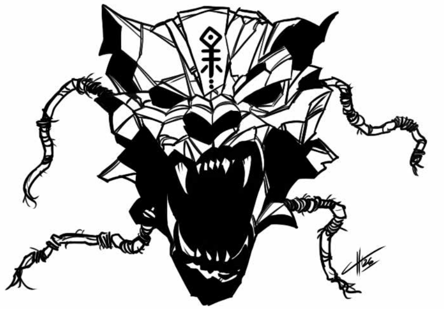
Throwing spheres: The spheres can be detached and thrown at the ground, exploding in a cloud of sulphur—summoning a demon to do the wearer's bidding.

Number and type of spheres: When the necklace is found, roll 1d20 on the ***Necklace of Demons: Type*** table to determine the number of spheres and the demons they summon. Larger spheres produce stronger demons.

Duration of service: The demon unquestioningly obeys the summoner's commands for 10 rounds, then instantly returns to their home plane.

Necklace of Demons: Type

d20	Spheres	Types of Demons
1–4	2	2 × quasit
5–8	4	2 × imp, 2 × vraxagon
9–12	6	1 × ice devil, 1 × cerebrux, 2 × dretch, 2 × quasit
13–16	8	1 × hezrou, 1 × incubus, 2 × dretch, 2 × quasit, 2 × vrock
17–20	8	1 × balor, 1 × mosquivex, 2 × dretch, 2 × quasit, 2 × vrock



Torc of Demonic Speech

An enchanted torc engraved with Demonic script that grants the wearer the ability to speak and understand the Demonic language.

Veil of Dissolution

A silk headpiece and "veil" composed of lace-like strands of sticky black ooze. It allows its wearer to disintegrate foes at the risk of their own life.

Disintegration: A creature within 60′ must **save versus death** or be instantly and permanently destroyed.

Peril: After each use of this item, the wearer must **save versus spells** or lose a body part to the Chaotic magic of the veil. Roll 1d6 on the table below, adding +1 if the body part is already gone. This effect does not reduce the target's hp but may result in death. Lost body parts can only be restored with a wish.

Veil of Dissolution: Affected Body Part

1d6	Body Part
1	Hand
2	Foot
3	Arm
4	Leg
5	Assorted ribs and non-critical internal organs
6	Head (instant death)

POTIONS

Duration: Unless noted otherwise, the magical effect of a full dose of a potion lasts 1d6+6 turns. The referee should roll and track this duration and not share its length with the player.

Full info on potions: See *OSE.*

Demonic Potions

d%	Potion
01–05	Demonic Ichor, Greater
06–25	Demonic Ichor, Lesser
26–40	Potion of Beguilement
41–50	Potion of Crystal Stasis
51–65	Potion of Gelatinous Form
66–75	Potion of Invisibility to Demons
76–90	Potion of Rage
91–00	Potion of Spider's Bite

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Demonic Ichor

A potion made from the concentrated blood of a lesser or greater demon. The person who drinks it gains the resistances of that rank of demons.

Mutation: As a side effect of the potion, the drinker must **save versus spells** or acquire a random, permanent trait from the tiefling ***Demonic Appearance*** table (see ***p126***).

Lesser

Poison immunity: Unharmed by poison.

Energy damage reduction: Half damage from cold, electricity, and fire.

Magic resistance: 25% (see ***p82***).

Greater

Poison immunity: Unharmed by poison.

Energy damage reduction: Half damage from cold, electricity, and fire.

Mundane damage immunity: Only harmed by silver weapons, magic, and magic weapons.

Magic resistance: 50% (see ***p82***).

Potion of Beguilement

The character's words take on a supernatural credibility.

Beguilement: When the character lies to a person (see ***Persons*** in *OSE*), that person must **save versus spells** or believe the character's words for the next 6 rounds. Afterwards, the beguiled person realises they have been tricked.

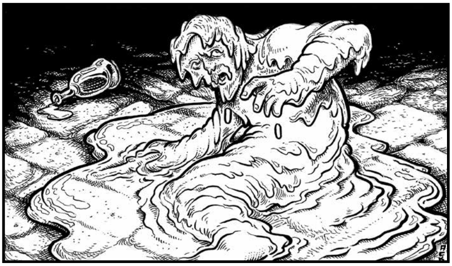
Restrictions: A given person may only be affected by beguilement once per day. Creatures of 6 HD or higher are immune.

Potion of Crystal Stasis

The character's body temporarily transforms into ultra-hard crystal. To the imbiber, time seems to pass in an instant.

Effect: The character's body becomes a frozen, nearly indestructible crystal statue. While in this form, the character is immune to heat, cold, electricity, poison, and acid. Their AC is −1 [20]. Attacks dealing 9 damage or less are ignored. If struck with a blow that deals 10 damage or more, the character must **save versus death** or shatter and die.

Dosage and duration: A sip lasts 2d6 turns (6 sips per bottle). An entire bottle lasts 2d6 days.



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Potion of Gelatinous Form

The character's body becomes a blob of amorphous slime.

Equipment and clothing: Drop to the floor.

Movement: 30′ (10′). In this form, the character can travel up walls, along ceilings, and through small holes and gaps.

Senses: The character can see and hear normally within 30′ and has infravision.

Attacking: Is not possible.

Damage: The character can only be harmed by magic, magic weapons, and fire. They have an Armour Class of 5 [14].

Potion of Invisibility to Demons

The character gains the benefits of the magic-user spell *invisibility* (*OSE*), effective against demons only. The standard potion duration applies.

Greater demons / demon lords: Must **save versus spells** to notice the character, despite their innate ability to detect the invisible (see ***Demon Ranks, p80***).

Small doses: At the referee's discretion, a *potion of invisibility to demons* may be consumed in six smaller doses, each with a reduced duration of 1d2 turns.

Potion of Rage

The character goes berserk, fighting without thought for their own life.

Temporary hit points: The character gains 5 bonus hit points. Any damage suffered is first deducted from these. Remaining bonus hit points disappear at the end of the potion's duration.

Fear: The character is immune to fear. Ongoing fear effects are counteracted.

In combat: When a combat begins, the character cannot flee or accept surrender, attacking enemies in melee until none remain.

Melee attacks: The character gains a +1 bonus to attack rolls and a +3 bonus to damage rolls.

Potion of Spider's Bite

The imbiber's body becomes a living poison, killing the next creature they touch.

Deadly touch: The next creature touched by the user must **save versus death** or instantly die. In combat, a melee attack roll is required.

Expiration: If the imbiber does not touch another creature while the potion's duration lasts, the imbiber themselves must **save versus death** or die.

RINGS

Full info on rings: See *OSE*.

Demonic Rings

d%	Ring
01–15	Ring of Controlling Demons
16–30	Ring of Corrosion
31–40	Ring of the Hells
41–50	Ring of Hell-Walking
51–65	Ring of Shape-Stealing
66–75	Ring of Soul Trapping (Empty)
76–85	Ring of Soul Trapping (Occupied)
86–00	Ring of Venom

Ring of Controlling Demons

A signet ring bearing a pentagram encircled in magical runes. Grants the power to control demons.

Affects: 1d6 lesser demons or 1 greater demon.

Resisting: Subjects may **save versus spells** to resist.

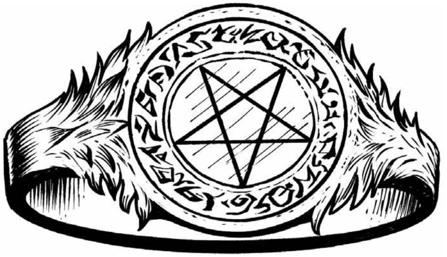
Visual range: The character can only control demons that they can see.

Suicidal commands: Controlled demons will resist commands that are deadly to themselves.

Concentration: Exercising control requires concentration.

When concentration ends: Affected demons are enraged and will immediately attack the ring's wearer.

Usage frequency: May be used up to once per turn.



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Ring of Corrosion

A black band with a deformed, half-melted shape. Grants the wearer the ability to corrode an object into sludge with a touch.

Usage: Once per day, the wearer can touch an object, causing it to instantly melt into steaming sludge.

Size: Objects of up to 10 cubic feet in size can be affected.

Magical objects: Have a chance of being unaffected:

- **Armour, shields, weapons:** Have a 10% chance of being unaffected per magical "plus" (or "minus", for cursed items)—e.g. a *spear +2* has a 20% chance of being unaffected by the corrosion.
- **Wielding:** If the magical object is in the hands of a creature, the creature may also **save versus spells** to prevent the object being destroyed.

Ring of the Hells

Putting on this ring instantly transports the wearer to a randomly selected demonic Outer Plane.

Destination plane: Roll on the ***Random Hellish Plane*** table, ***p161*** each time the ring is put on.

Removing the ring: Returns the wearer to their plane of origin.

Controlling the ring: A sage commissioned to study the ring and its secret lore for 1d6 months can teach the owner how to select a destination plane and location. See ***Specialists*** in *OSE*.

Ring of Hell-Walking

An obsidian ring, engraved with intertwined symbols representing multiple demon lords.

Protection: The wearer is immune to the malevolent environmental effects of the planes of hell. This includes the frigid cold of Zonth (***p18***), the cursed air of Xarxus (***p30***), the withering heat of Nethria (***p42***), the acidic air and rains of Oblivex (***p48***), and the sickening miasma of Malfflesia (***p54***).

Ring of Shape-Stealing

A brass ring crowned with a gaping demonic face. Allows the wearer to steal a person's shape, using the subject's blood.

Feeding: Placing a single drop of a person's blood into the ring's mouth allows the wearer to steal that person's shape. The blood lasts for 1 day, after which the ring must be fed again to be used.

Usage: By putting on the ring, the wearer is transformed into an exact replica of the person whose blood was fed to the ring. The effect ends when the wearer removes the ring.

Stats: The wearer retains their own intelligence, hit points, saving throws, and attack probabilities.

Capabilities: Physical capabilities of the new form (e.g. strength, physical attack forms, modes of movement) are acquired. Non-physical capabilities (e.g. immunities, breath weapons, spells) are not.

Clothing and gear: The subject's clothing and equipment are not copied.

Restrictions: The ring can only steal the shape of persons (see *OSE*).

Ring of Soul Trapping

A ring set with a lightless black jewel. When the wearer of the ring dies, their soul is trapped within it.

Capacity: Only one soul can be trapped inside the ring at a time.

Releasing: *Dispel evil* or destroying the ring releases the trapped soul.

When a soul is trapped within the ring:

- **Appearance:** The ring glows with swirling colours.
- **Communication:** Anyone who wears the ring can communicate telepathically with the trapped soul.
- **Possession:** The trapped soul can attempt to possess anyone who wears the ring as per greater demons' possession ability (see ***Possession, p82***). If the wearer fails a **save versus spells**, the soul leaves the ring and possesses the body of the wearer. If the wearer resists the possession, they are immune to any further attempts for 1 day.
- **Resurrection:** Magic of resurrection (e.g. *reincarnation*) can be used to return the trapped soul to life. If using the optional rule for limits on resurrection (*OSE*), the subject's CON used in the survival roll is increased by 4.

Ring of Venom

A simple silver ring with spider pictograms inscribed on its inside face. With a swirl of a finger, it can transform mundane liquids into deadly poisons.

Usage: Once per day, the wearer can dip their ring finger into a vessel of liquid no larger than 1 pint, transforming the liquid into deadly ingested poison.

Poison: Indistinguishable from its base liquid. Anyone drinking a generous gulp or more must **save versus poison** or suffer a painful death within 1d3 turns.

RODS, STAVES, AND WANDS

Usage: Rods can be used by any character. Staves can be used by spell casters (arcane or divine as noted, or either if not specified). Only arcane spell casters can use wands.

Charges: Rods have 1d10 charges when found, staves 3d10 charges, and wands 2d10 charges.

Activation: Each use of the item takes one round and consumes one charge.

Full info on rods, staves, wands: See *OSE*.

Demonic Rods, Staves, and Wands

d%	Item
01–10	Rod of the Biting Blade
11–20	Rod of Chains
21–30	Staff of Demonic Power
31–45	Staff of Hellfire
46–55	Staff of Rot
56–70	Wand of Fleshwarping
71–85	Wand of Slime
86–00	Wand of Torment

Rod of the Biting Blade

A 1′ rod covered in iron thorns. It commands other blades to attack the hands that wield them.

In melee: Treated as a *dagger +1*. On a successful hit, the rod's thorns wound the wielder, inflicting damage equal to half (rounded down) of the damage dealt to the target.

Biting blade: Expending one charge commands a held weapon within 100′ to make a single attack against its own wielder, using their THAC0 and weapon damage. A target may voluntarily drop their weapon to avoid the attack.

Rod of Chains

A 2′ length of interwoven black chains, frozen into a solid rod. It grants the power to command chains.

In melee: The rod can be wielded as a *mace +1*.

Chain command: If there are chains within 100′, expending one charge commands up to 4 to attack for 1 round (using the rod wielder's THAC0, dealing 1d8 damage).

Staff of Demonic Power

A staff topped with a demon's skull. Allows the user to wield the powers of a greater demon.

Arcane magic: Usable by arcane spell casters only.

In melee: Treated as a *staff +1*.

Striking: Expending one charge inflicts 2d6 damage on a successful hit.

Spells: Can cast: *charm person*, *darkness*, *dispel magic*, *fire ball* (8d6 damage), *hold person*, *infravision*, *telekinesis* (up to 2,400 coins of weight). (See ***Magic-User Spells*** in *OSE*.)

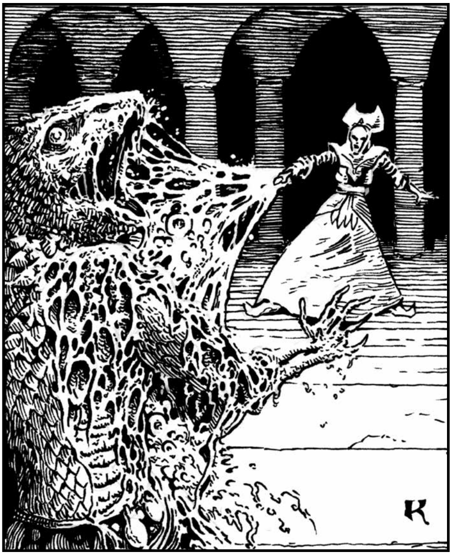
When all charges are expended: The staff shatters, releasing an imprisoned pit fiend (see ***p109***) who immediately attacks the wielder and anyone else nearby.

Staff of Hellfire

A black staff engraved with fiery, glowing runes. Allows the user to summon the flames of Nethria.

Melee: On a successful hit, the attacker may expend one charge to cause the target to burst into flames (1d8 damage per round for 2 rounds).

Spells: Can cast: *conflagration* (***p45***), *fire ball*, *immolate* (***p45***), *wall of fire*.



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Staff of Rot

A staff of gnarled wood covered in oozing sores and pustules. Creatures hit by the staff contract a horrible withering disease.

Divine magic: Usable by divine spell casters only.

In melee: Treated as a *staff +1*.

On a successful hit: A living creature must **save versus death** or contract a disease. The disease incurs a –2 penalty to attack rolls, prevents magical healing, halves the rate of natural healing, and causes death in 2d12 days. The disease can only be removed by magic.

Wand of Fleshwarping

By expending a charge, the wielder causes a creature's flesh and bones to temporarily warp and mutate.

Range: A single target within 120′.

Mutation: The target must **save versus wands** or become mutated, suffering a –2 penalty to attack rolls and saves and a 50% movement rate reduction.

Duration: 1d6+6 turns.

Wand of Slime

Conjures a cone of corrosive slime.

Area: The cone is 60′ long and 30′ wide at the far end.

Creatures caught in the cone: Must **save versus wands** or be coated in the slime.

Effects: The slime eats through cloth / leather in 1 round and metal armour in 3 rounds. Once any armour is dissolved, the slime inflicts 1d4 damage per round to exposed flesh.

Removing: The slime can only be removed by fire, inflicting half damage to the victim and half to the slime (which has 4hp).

Wand of Torment

Inflicts agonising pain onto a creature.

Range: A single target within 120′.

Torment: The wielder can concentrate for up to 6 rounds, inflicting increasingly agonising pain upon the target. The target suffers a cumulative –1 penalty to attack rolls and saving throws per round (e.g. –1 in the first round, –2 in the second, etc.).

Immobilisation: The target must also **save versus wands** or be rooted to the spot for 6 rounds.

Concentration: Is required to maintain the effect. The wielder of the wand may move at up to half normal movement rate while concentrating. Concentration is broken if the wielder attacks, casts a spell, or is successfully attacked (damaged, targeted by a malicious spell, etc.).

Bargaining: A *wand of torment* is an especially effective means of persuasion when bargaining with a demon trapped within a binding circle. See ***p140***.

SCROLLS AND GRIMOIRES

Full info on magic scrolls: See *OSE*.

Demonic Scrolls and Grimoires

d%	Item
01–15	Demonomicon
16–40	Grimoire of Demonology
41–50	Hellish Grimoire
51–75	Scroll of Protection from Demons
76–85	Scroll of Torment, Greater
86–00	Scroll of Torment, Lesser

Demonomicon

A treatise on the denizens of various planes of hell, cataloguing their names and characteristics, and sometimes also revealing their sigils.

Study: Learning the grimoire's contents takes 1 week of uninterrupted study.

Contents: Following the study period, the character knows the common names and sigils of a number of demons. See the ***Random Demonomicon Contents*** table.

Usage: Common names can be invoked to attract a demon's attention (see ***Speaking a Demon's Name, p13***), while sigils can be used in rituals, granting great power over a demon (see ***Sigils, p134***).

Random Demonomicon Contents

	Lesser Demons		Greater Demons	
d%	Names	Sigils	Names	Sigils
01–25	1d6	–	–	–
26–50	2d4	1	–	–
51–70	2d6	2	1d4	–
71–85	2d6	1d4	1d6	1
86–95	2d6	1d4+1	2d4	2
96–00	2d6	1d4+2	2d6	1d4

Selecting demons: Either choose the types of demons whose names or sigils are present or roll on the lists under ***Demons by Rank, p174***.

Names: See ***p171*** for examples of demons' common names.

Grimoire of Demonology

An arcane libram teaching the arts of demonology, enabling the reader to perform the magical workings detailed in ***Magic, p131***.

Usage: Characters capable of performing magical research only (see ***Magical Research, p132***).

Study: Learning the grimoire's contents takes a week of uninterrupted study.

Contents: Following the study period, the character is considered to have performed a study of demonology and can henceforth perform demonology research procedures and rituals (per ***Studying Demonology, p132***).

PETER PAGANO

Hellish Grimoire

A perilous tome detailing a certain plane of hell. Roll on the ***Random Hellish Plane*** table to determine the plane described.

Study: Learning the grimoire's contents takes 2 weeks of uninterrupted study.

Contents: Following the study period, the character has detailed knowledge of the described plane, including its hazards, ruler, denizens, social structures, major locations (including the entrance from the Land of the Dead), and the fate of souls brought to the plane.

Peril: After studying a *hellish grimoire*, the character must **save versus spells** with a +2 bonus. If the save fails, they are haunted by hellish visions and unable to adventure for 1d4 weeks.

Random Hellish Plane

d8	Plane	d8	Plane
1	Carcerus (***p24***)	5	Oblivex (***p48***)
2	Gargathuul (***p36***)	6	Ulobor (***p60***)
3	Malfflesia (***p54***)	7	Xarxus (***p30***)
4	Nethria (***p42***)	8	Zonth (***p18***)

Scroll of Protection from Demons

An aged sheet of parchment scrawled with occult text. Reading the script aloud conjures a 10′ radius circle of protection around the reader.

Usage: All characters. (Written in non-magical languages—usually Common.)

Effect: A number of demons are barred from entering the circle of protection. The number depends on their Hit Dice: 1–3 HD: 1d10 demons affected, 4–5 HD: 1d8 demons affected, 6+ HD: 1d4 demons affected.

Moving: If the reader moves, the circle of protection follows them.

Ranged attacks: The circle does not prevent demons from using magic or missile attacks against those within it.

Breaking: If anyone within the circle attacks an affected demon in melee, the circle is broken.

Duration: 6 turns, unless broken.

Scroll of Torment

A parchment scroll used to inflict great pain on a demon.

Usage: Spell casters.

Script: Ritual text, an illuminated gold border, and the sigil of a type of lesser demon (lower than 6 HD) or the personal sigil of a greater demon (6 HD or higher).

Activation: Reading the script aloud inflicts great torment on a demon within 60′ whose sigil is inscribed on the scroll.

Backfiring: There is a percentage chance that the scroll backfires, equal to the demon's Hit Dice (e.g. 5% for a 5 HD demon). If so, the scroll is ineffective, and the demon can control the caster's actions for 1d4 rounds, typically commanding them to approach (and break any *binding circle* containing the demon).

Torment: The caster can recite the scroll for up to 6 rounds, inflicting increasingly agonising pain upon the demon. The demon suffers a cumulative –1 penalty to attack rolls and saving throws per round (e.g. –1 in the first round, –2 in the second, etc.).

Immobilisation: The demon must also **save versus spells** or be rooted to the spot for 6 rounds.

Bargaining: A *scroll of torment* is an especially effective means of persuasion when bargaining with a demon trapped within a binding circle. See ***p140***.

SWORDS

Usage: Per normal class restrictions.

Sword type: Choose or roll, unless noted.

Full info on magic swords: See *OSE*.

Demonic Swords

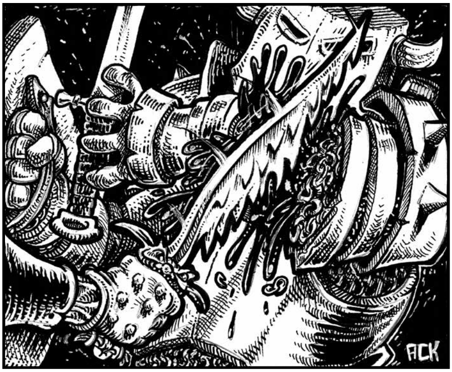
d%	Sword
01–15	Sword +1, Brimstone
16–30	Sword +1, Cinereal
31–40	Sword +1, Emboldening
41–55	Sword +1, Festering
56–65	Sword +1, Gnashing
66–75	Sword +2, Soul Taker (Cursed)
76–85	Sword +2, Torturer
86–90	Sword +3, Unholy Reaver
91–00	Two-Handed Sword +2, Imp-Blade

Sword +1, Brimstone

A sword of volcanic rock and molten magma able to melt through armour and weapons.

Sundering: The wielder can choose to target an opponent's armour, shield, or weapon. On a successful attack roll against the target's standard AC, instead of inflicting damage, the victim must **save versus spells** or the item is destroyed. The "plus" bonus of magic armaments applies to the save.

Eruption: Once per day, the wielder can stab the sword into the ground, causing gouts of flame to erupt around them in a 10′ radius. Other creatures in the area must **save versus breath** or suffer 2d6 damage.



C. AARON KREADER

Sword +1, Cinereal

A dingy, wide-bladed sword, stained grey with soot, that immolates its victims, leaving only columns of ash.

Slaying: Creatures killed by this weapon are completely immolated and can only be resurrected by a wish. The victim's belongings are not affected.

Sword +1, Emboldening

A saw-toothed blade decorated with a demonic lion's face on the pommel. Those who feel its sting are compelled to fight to the death.

On a successful hit: The victim must **save versus spells** or become fixated on battling the wielder, refusing to run away even if facing overwhelming danger. The target has an effective morale of 12 for the effect's duration.

Duration: 1 turn.

Sword +1, Festering

A corroded sword pocked with fungal blooms and dripping with putrid slime. Inflicts gruesome, festering wounds.

On a successful hit: The victim must **save versus poison** or suffer a festering wound. The wound incurs a –1 penalty to attack rolls and AC and 1 point of automatic damage per round until healed. The wounds can only be healed by magic.

Sword +1, Gnashing

A sword with an edge of sharpened teeth that slowly eats through armour and rips into flesh.

Against armoured foes: On each successful hit, in addition to inflicting normal damage, the sword's teeth eat through the victim's armour, permanently reducing its AC by 1. If reduced to AC 9 [10], the armour is destroyed.

Against unarmoured foes: A successful hit on an unarmoured, corporeal opponent inflicts maximum damage.

Sword +2, Soul Taker (Cursed)

A cursed black sword that steals the souls of its victims, bolstering the wielder and denying its victims passage to the afterlife.

Soul taker: The souls of those killed by the blade are imprisoned within the wielder's body, with the face of each appearing somewhere on the wielder's skin. In combat, they moan helplessly. The souls are denied access to the afterlife and cannot be resurrected by any means until the wielder dies or the sword's curse is dispelled.

Bonus hit points: For every 10 HD of victims slain by the blade, the wielder's maximum hit points increase by 1 HD (according to their class HD type), to a maximum of 3 additional HD. These bonus hit points are lost if the sword's curse is dispelled.

Curse: Once the sword has been used in combat, the character is not able to discard the item. They favour the sword and use it whenever possible. The curse can only be removed with magic (e.g. *remove curse*). Dispelling the curse releases any trapped souls and removes their faces from the wielder's skin.

Sword +2, Torturer

A curved blade with a vicious, serrated edge. Its cuts inflict terrible pain but cannot kill.

Torturing: No matter how much damage is inflicted, attacks made with this sword can only drop a target's hit points to a minimum of 1. A target with 1 hp who is damaged by the sword instead suffers a –2 penalty to attacks and AC the following round, due to wracking agony.

Sword +3, Unholy Reaver

An unholy sword which grants special bonuses to Chaotic characters of classes which can cast clerical spells.

Save bonus: The wielder gains a +4 bonus to saves against magic.

Used against Lawful creatures: Inflicts double damage.

Used by other Chaotic characters: The sword functions as a *sword +1*, without the other advantages described above.

Touched by a non-Chaotic character: The sword inflicts 1d6 damage per round to Neutral characters and 2d6 per round to Lawful characters.

Two-Handed Sword +2, Imp-Blade

A massive two-handed sword with a cross-guard in the shape of a fawning imp. Killing a victim with the sword causes the imp to animate and serve the blade's wielder.

Slaying: After delivering a killing blow against a living creature with at least 1 HD, the figure on the sword animates as an imp (***p100***) and serves the wielder.

Duration: 3 turns, once per day. At the end of the duration, the imp crawls back onto the sword and melds with it again.

Imp's death: If the imp is killed or unable to return to the sword after the duration, the sword becomes non-magical.

WEAPONS

Usage: Per normal class restrictions.

Full info on magic weapons: See *OSE*.

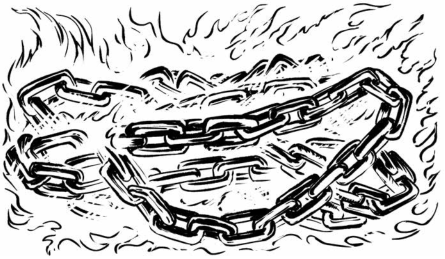
Demonic Weapons	
d%	**Weapon**
01–05	Arrow +1, Infernal
06–10	Arrow of Heart-Seeking
11–20	Battle Axe +2, Hell's Midwife
21–35	Chain +1, Infernal
36–55	Dagger +1, Berserker
56–70	Dagger +1, Bloody Eye
71–75	Dagger +1, Inquisitor
76–85	Mace +1, Crushing
86–95	Spear +1, Demon Barb
96–00	Whip +1, Serpentine

Arrow +1, Infernal

An arrow of demon bone, fletched with black dove down.

On a successful hit: The arrow launches itself from the victim's wound towards the next closest living creature within 80′. The attacker makes another attack roll against this new target. This effect repeats until an attack misses or until all living creatures within 80′ have been targeted.

Repeat attacks: The arrow attacks each individual creature at most once per round.



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Arrow of Heart-Seeking

An arrow enchanted to seek out a target using their blood.

Activating: The owner must dip the arrow's head in the blood of the intended target and shoot it from a bow, causing the arrow to seek out its target (up to the bow's maximum range).

Seeking: The arrow can fly in any direction to reach its target, including around obstacles or corners. No attack roll is required.

On a successful hit: The arrow inflicts 1d6+4 damage.

Battle Axe +2, Hell's Midwife

A bone-white axe embossed with depictions of seething maggots and insectoid eggs. It can summon soul larvae from its victim's wounds.

Summon larva: On a natural 20 attack roll, the attack inflicts double damage, and a soul larva (***p111***) wriggles its way out of the victim's freshly cleft wound. The monster obeys the axe-wielder's commands for 1d3 turns, then dissolves into a puddle of ooze.

Chain +1, Infernal

An enchanted chain (***p129***) licked with hellish flames that inflict additional damage on entangled victims. The flames do not harm the wielder.

Entangling: A creature entangled by the chain suffers 1d6 automatic fire damage each round.

Setting things alight: The chain is treated as a torch for purposes of setting things on fire (e.g. a *web* spell).

Dagger +1, Berserker

A dagger with a guard shaped like a fanged skull, with the blade as its tongue. Invokes a battle frenzy in the wielder.

Battle frenzy: The wielder can slash themselves with the dagger (1d4+1 damage) to enter a battle frenzy, gaining a +2 bonus to attack and damage rolls for 1 turn.

Usage frequency: Once per day.

Dagger +1, Bloody Eye

A long dagger with a closed eye on the hilt. When the wielder feeds the blade their own blood, the twitching, bloodshot eye opens, granting magical vision.

Feeding: Once per day, the wielder can voluntarily cut themselves (1d4+1 damage) to awaken the eye until dawn.

Magical vision: While holding the dagger with the awakened eye, the wielder gains 60′ infravision and has a 3-in-6 chance of detecting invisible within 30′.

Dagger +1, Inquisitor

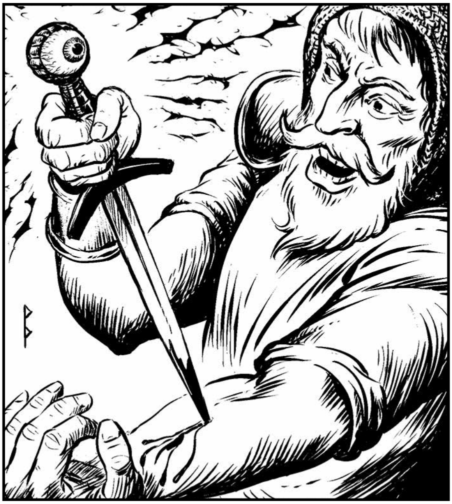
A curved dagger engraved with the Demonic word for "ask". It can coax information from its victims' injuries.

On a successful hit: The wielder may ask a single yes/no question. The victim must **save versus spells** or the wound itself—moving like a mouth—speaks and answers truthfully in accordance with the victim's understanding. It may respond with "I don't know".

Mace +1, Crushing

A menacing, spiked mace able to sunder armour.

Crushing: On a natural 20 attack roll, the victim must **save versus paralysis** or have their shield or armour destroyed by the blow. The "plus" bonus of magic shields and armour applies to the save.



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Spear +1, Demon Barb

A spear of jagged demon bone which can leave deadly barbs in its victims, slowly killing them.

On a successful hit: Once per day, the wielder can choose to break the spear's barbs off into the victim. The barbs regrow after 24 hours.

Barbs: Once broken off, the barbs burrow into the victim's body and towards their heart, causing death in 1d3 turns unless removed.

Removing: The barbs can be cut out with a bladed weapon. This takes 1 round and inflicts the weapon's damage on the victim.

Restrictions: Constructs and incorporeal creatures are immune to the spear's barbs.

Whip +1, Serpentine

A snakeskin whip (***p129***) whose lash ends in a live serpent's head.

Poison: The wielder can command the serpent to bite an entangled creature. The creature suffers 1d4 damage and must **save vs poison** or be paralysed for 1d4 turns.

Feeding: The serpent must be fed a pint of blood each week, or it dies and the whip loses its magic.

APPENDICES

For days, the Company ascended the hellish webs of Ulobor, borne on the wings of their flying mounts: Zax the cleric, his 30 faithful acolytes, and Orrick the thief. Zax leaned forward to scratch the head of his uneasy pegasus. “Steady, girl,” he whispered. All felt the humming anxiety that permeated the air—a sensation of pinpricks and unseen, gazing eyes—but the animals especially.

The Company landed in the shadows of one of the myriad caverns that pock the devil-web pit, resting their mounts and peering into the abyss that yawned endlessly above and below. Orrick cut a wedge of cheese and bit it from the knife. He nodded at Zax’s acolytes, sombrely brushing scraps of spiderweb from their weary griffons. “They don’t sing any more,” the thief observed.

“This place takes a toll,” Zax answered soberly. “But we’re close. One last push to the Grotto, Austerus willing.”

“A dagger to the heart of Sillith,” Orrick agreed. “I hope you’re right.”

If Zax’s information was accurate, the Grotto of Seduction lay just above: a massive, glowing chunk of boulder enmeshed in spiderweb, warded by obscurity and miles of demon-haunted chasm. The Oracles at Zingra claimed it was a “soul battery”, housing the infernal spark of Sillith’s divinity. Destroying it would render the demon lord vulnerable—mortal, even.

The Company readied, cloaking themselves and their mounts with their last dregs of invisibility potion. “Death to Sillith,” Zax spoke solemnly. “Death to Sillith,” all responded.

The invisible beasts took wing, flickering shadows in the lightless chasm. They wove upwards through sticky strands, communicating with shrill, staccato chirps.

An azure glow above pierced Ulobor’s monochromatic pall. A floral scent danced across Zax’s nose. The oracles had spoken truly: a colossal stone dangled before them, crystal shimmering from cracks into its geode interior.

Zax whistled a trill to his acolytes as his pegasus’ wings beat the thin hellish air. He dismounted on a ledge near one of the glittering apertures.

Something was wrong with the light in a way that made Orrick want to sneeze. The thief called out, “Hold, Zax!” but too late: all had begun to shift. The boulder sloughed off its illusion in layers, slowly revealing the rotten fruiting body of an obscene, fungal mass, alive with the skittering of a million spiders. An araxilith was on Zax before his invisibility had faded, bursting from the spore-choked interior, its pedipalps slicing through the cleric’s breastplate like a butcher’s knife to meat.

Zax winced, gripping his blessed mace as he recalled the solemn oracles, the back-alley deals, the spells to loosen cultists’ tongues. Deception upon deception.

Spiders surged through his collar, fangs in the soft flesh of his back. He howled in defiance as his acolytes streaked to his side.

“Death to Sillith!” Zax screamed with a breaking voice.

“Death to Sillith!” was their quivering, uncertain reply.

LUCAS KORTE

NORMAL ANIMALS

Animal forms that certain demons can adopt. The animals each type of demon can transform into are listed in its stat block.

Cat, Domestic

1½′ long cats with honed hunting instincts. Black, brown, or grey fur.

AC 6 [13] **HD** ½ (2hp) **Att** Claw rake (1d2) **THAC0** 20 [-1] **MV** 150′ (50′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 6 **AL** Neutral **XP** 5 **NA** 0 (1d4) **TT** None

Eagle

Great hunting birds with a 5′ wingspan.

AC 6 [13] **HD** 1+1 (5hp) **Att** 2 × talon (1d2) + beak (1d2) **THAC0** 18 [+1] **MV** 10′ (3′) / 300′ (100′) flying **SV** D12 W13 P14 B15 S16 (1) **ML** 7 **AL** Neutral **XP** 15 **NA** 0 (1d2) **TT** None

- **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

Eel

Predatory fish with an elongated, 3′ long body.

AC 7 [12] **HD** ½ (2hp) **Att** Bite (1) **THAC0** 20 [-1] **MV** 90′ (30′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 6 **AL** Neutral **XP** 5 **NA** 0 (1d6) **TT** None

Frog

Hopping amphibians, around 4″ long.

AC 6 [13] **HD** ¼ (1hp) **Att** None **THAC0** 20 [-1] **MV** 30′ (10′) / 60′ (20′) swimming **SV** D14 W15 P16 B17 S18 (NH) **ML** 4 **AL** Neutral **XP** 5 **NA** 0 (1d2) **TT** None

Hare

2′ long rabbit-like animals known for their swiftness.

AC 7 [12] **HD** ½ (2hp) **Att** None **THAC0** 20 [-1] **MV** 150′ (50′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 5 **AL** Neutral **XP** 5 **NA** 0 (2d4) **TT** None

Lizard

Small (6″ long), colourful reptiles that skitter across walls and ceilings.

AC 5 [14] **HD** ¼ (1hp) **Att** None **THAC0** 20 [-1] **MV** 120′ (40′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 4 **AL** Neutral **XP** 5 **NA** 0 (2d4) **TT** None

- **Cling:** Can move across walls and ceilings.

Mantis

4″ long predatory insects.

AC 7 [12] **HD** ¼ (1hp) **Att** None **THAC0** 20 [-1] **MV** 60′ (20′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 5 **AL** Neutral **XP** 5 **NA** 0 (1d3) **TT** None

Monkey

2′ tall, tree-dwelling simians known for their mischievous nature.

AC 6 [13] **HD** ½ (2hp) **Att** Bite (1d2) **THAC0** 20 [-1] **MV** 90′ (30′) / 120′ (40′) climbing **SV** D14 W15 P16 B17 S18 (NH) **ML** 5 **AL** Neutral **XP** 5 **NA** 0 (3d6) **TT** None

Newt

Swimming amphibians, around 4″ long.

AC 7 [12] **HD** ¼ (1hp) **Att** None **THAC0** 20 [-1] **MV** 30′ (10′) / 60′ (20′) swimming **SV** D14 W15 P16 B17 S18 (NH) **ML** 5 **AL** Neutral **XP** 5 **NA** 0 (1d6) **TT** None

Owl

Nocturnal hunting birds with a 4′ wingspan and excellent hearing.

AC 5 [14] **HD** 1 (4hp) **Att** 2 × talon (1d2) + beak (1) **THAC0** 19 [0] **MV** 10′ (3′) / 270′ (90′) flying **SV** D12 W13 P14 B15 S16 (1) **ML** 7 **AL** Neutral **XP** 10 **NA** 0 (1d2) **TT** None

► **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

Penguin

2′ tall aquatic birds adapted to cold environments.

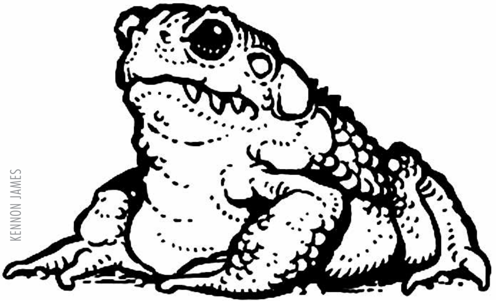
AC 9 [10] **HD** ½ (2hp) **Att** None **THAC0** 20 [-1] **MV** 30′ (10′) / 120′ (40′) swimming **SV** D14 W15 P16 B17 S18 (NH) **ML** 4 **AL** Neutral **XP** 5 **NA** 0 (3d6) **TT** None

► **Cold resistance:** +2 bonus to saves against cold-based effects.

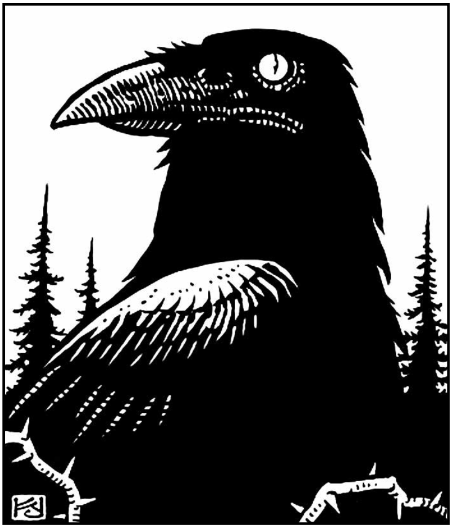
Raven

Black-feathered, crow-like birds with a 2′ wingspan, renowned for their intelligence.

AC 7 [12] **HD** ¼ (1hp) **Att** Beak (1) **THAC0** 20 [-1] **MV** 10′ (3′) / 360′ (120′) flying **SV** D14 W15 P16 B17 S18 (NH) **ML** 5 **AL** Neutral **XP** 5 **NA** 0 (3d8) **TT** None



KENNON JAMES



KENNON JAMES

Spider

A large (6″ long) venomous spider.

AC 7 [12] **HD** ¼ (1hp) **Att** Bite (poison) **THAC0** 20 [-1] **MV** 60′ (20′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 5 **AL** Neutral **XP** 5 **NA** 0 (1d3) **TT** None

► **Poison:** Inflicts 1d4 damage (**save versus poison** negates).

► **Cling:** Can move across walls and ceilings.

Toad

Dry-skinned, warty amphibians, around 4″ long.

AC 7 [12] **HD** ¼ (1hp) **Att** None **THAC0** 20 [-1] **MV** 30′ (10′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 4 **AL** Neutral **XP** 5 **NA** 0 (1d2) **TT** None

Weasel

1½′ long predatory mammals with rich fur of brown, gold, or white.

AC 6 [13] **HD** ¼ (1hp) **Att** Bite (1) **THAC0** 20 [-1] **MV** 120′ (40′) **SV** D14 W15 P16 B17 S18 (NH) **ML** 8 **AL** Neutral **XP** 5 **NA** 0 (1d2) **TT** None

DEMONOLOGY SIDE EFFECTS

Characters performing demonology research (e.g. researching a sigil, magical research with demonic aid, etc.) open themselves to the influence of dark powers. In addition to the standard chance of research failing, the referee may optionally roll on this list to determine an unexpected side effect that occurs. Half are detrimental and half beneficial.

1. The character is blinded or deafened for 2d6 days.
2. The research attracts the favour of a demon lord (chosen by the referee). For the following month, the character gains a +1 bonus to reaction rolls with servants of that demon lord.
3. For 1d6 weeks, others perceive an unsettling aura around the character: –1 penalty to reaction rolls with Lawful and Neutral creatures.
4. The character gains an insight that halves the time requirements of the next demonological research they perform.
5. The character's soul is stained by demonic influence for 1d4 weeks. Beneficial divine magic is ineffective, and they can be damaged by holy water.
6. The character gains a 2-in-6 chance to detect demonic influence on a touched creature or object for 1d6 weeks.
7. For 2d4 nights, the character is cursed with hellish nightmares that prevent restful sleep. The character can't memorise spells or rest enough for natural healing.
8. Diabolical luck: next time the character is reduced to 0 hit points or below, instead they survive with 1.
9. A demonic brand is magically seared onto the character's face, lasting 1d6 days. Lawful creatures immediately consider the character an enemy if they see it.
10. A familiar manifests and approaches the character, offering its services for 2d6 days without payment. After this period, the familiar leaves; the character does not suffer the usual drawbacks.
11. The character speaks in tongues for 2d6 days. They cannot be understood by anyone but can still cast spells.
12. The character's eyes mist over for 2d6 days, rendering them blind. However, they gain the ability to magically perceive their surroundings, up to 30′ away, including in complete darkness.
13. Malign energies trigger a brimstone explosion in the character's lab or home: 2d6 damage (**save versus breath** for half).
14. A sinister presence shadows the character for 2d6 days, incurring a –1 penalty to enemy morale checks.
15. For 1d4 weeks, fresh food spoils in the character's presence.
16. A demon familiar appears and presents a gift from a demon lord (chosen by the referee): a clay talisman which, when smashed, casts a 1st level cleric spell associated with the demon lord.
17. A random lesser demon (see ***Demons by Rank, p174***) appears and attacks the character, attempting to destroy their research notes.
18. Once per day for the next week, the character can gaze at a person to magically force them to reveal a secret (**save versus spells** to resist).
19. For 1d4 weeks, normal animals are uneasy in the character's presence. Pets and mounts refuse to serve, and animals who do not know the character growl or hiss when they come near.
20. For 1d4 weeks, the character gains the ability to detect the alignment of other creatures by smelling a sample of their fresh blood.

Demonic Names

1. Ahz’zeret
2. Aishapra
3. Alzoll
4. Ar’zuun
5. Araxigal
6. Arguron
7. Ash-morath
8. Bazalor
9. Bazzruk
10. Belkharoth
11. Beregoth
12. Bilwhr
13. Bohrak-dan
14. Caedrius
15. Calabor
16. Cantifestor
17. Daggeroth
18. Drak-mool
19. Drazelekh
20. Eregaar
21. Errtu
22. Felgor
23. Frakdus
24. Geltrix
25. Ghuzzar
26. Golphegor
27. Gor-drak
28. Grzool
29. Hakkan
30. Hish
31. Iggothoth
32. Johud
33. Jorath
34. Jyggorog
35. K’zakksar
36. Kalderesh
37. Kevokulli
38. Khibon
39. Malchezoth
40. Malpheus
41. Mordeth
42. Moruul
43. Myzzogog
44. N’golamoth
45. Nagakkui
46. Nazira
47. Ndulu
48. Nerzarg
49. Nhal’zir
50. Norinn
51. Nyktolai
52. Nylock
53. Obtenetrix
54. Oorg
55. Oorph
56. Oorthax
57. Orometh
58. P’thrar
59. Phashtuun
60. Phlyctus
61. Phrlaegorr
62. Pyrithon
63. Quazzethquar
64. Quorygg
65. Razduum
66. Rehnaremme
67. Ro’shan
68. Sarnax
69. Shagash
70. Shardai
71. Skaarm
72. Skithixx
73. Ter-soth
74. Thanatrius
75. Thaumuzar
76. Thoggor
77. Thraggoth
78. Tyragon
79. Tzorga
80. Urrgl
81. Valedreth
82. Velekh
83. Verminex
84. Vexus
85. Voorith
86. Wendonai
87. Worgath
88. Xaerius
89. Xarlon
90. Xeradrix
91. Xog
92. Xothal
93. Y’rrithul
94. Yhardan
95. Zaprak
96. Zel’nath
97. Zuldraxas
98. Zyssithrax
99. Zyzirrak
100. Zzet

Tables Index

Chaos Knight and Cultist Level Titles 128
Chaos Knight Commanding Evil 119
Chaos Knight Level Progression 119
Cultist Commanding Evil 121
Cultist Level Progression 121
Demon Bargaining Reactions 138
Demon Hunter and Tiefling Level Titles 128
Demon Hunter Level Progression 123
Demonic Armour and Shields 148
Demonic Potions 154
Demonic Rings 156
Demonic Rods, Staves, and Wands 158
Demonic Scrolls and Grimoires 160
Demonic Swords 162
Demonic Weapons 164
Expanded Table For Turn./Comm. Evil 145
Miscellaneous Demonic Items 150
Necklace of Demons: Type 153
New Weapons 129
Random Demonomicon Contents 160
Random Hellish Plane 161
Ritual Equipment 129
Summoned Lesser Demons by Lord 83
Tiefling Demonic Appearance 126
Tiefling Demonic Gifts 126
Tiefling Level Progression 125
Tiefling Skills Chance of Success 125
Veil of Dissolution: Affected Body Part 153

MONSTERS INDEX

Araxilith 84
Avaraz 17
Balor 85
Barbed Devil 86
Bearded Devil 86
Bethgor 23
Blagraff 87
Bone Devil 88
Calcabrina 88
Cat, Domestic 168
Cerebrux 89
Chain Devil 89
Cruoriton 90
Cryogon 90
Cult Leader 91
Cult Member 91
Cult Warrior 91
Death Cloud 92
Drazoggoth 29
Dretch 92
Eagle 168
Ebony Horror 93
Echo Slime 94
Eel 168
Erinyes 94
Fleshwarper 95
Formless One 95
Frog 168
Frozen Archivist 96
Gargula 96
Ghursag 35
Glabrezu 97
Gnathorex 97
Gremlin 98
Hare 168
Hezrou 98
Hguran 99
Horned Devil 99
Ice Devil 100
Imp 100
Incubus 101
Infernus 41
Iron Martyr 102
Lemure 102
Levox 103
Lizard 168
Magnagore 104
Manes 104
Mantis 168
Marilith 105
Mephit 105
Monkey 168
Mosquivex 106
Mould Demon 106
Nalfeshnee 107
Newt 168
Ooyxblix 47
Ooze Demon 108
Owl 169
Penguin 169
Phranax 53
Pit Fiend 109
Quasit 110
Raven 169
Shadow Demon 110
Sillith 59
Soul Larva 111
Spider 169
Spider Demon 111
Squib 112
Tiefling 112
Toad 169
Tzaroi 113
Vraxagon 113
Vrock 114
Vulprak 114
Watcher 115
Weasel 169
Wrath Jelly 115

Monsters by Demon Lord

Monster	Page
All	
Cult Member (1 HD)	91
Cult Warrior (2 HD)	91
Cult Leader (5 HD)	91
Avaraz	
Tzaroi (2 HD) *	113
Cryogon (4 HD)	90
Death Cloud (4 HD)	92
Frozen Archivist (8 HD)	96
Ice Devil (11 HD)	100
Avaraz (24 HD)	17
Bethgor	
Watcher (1 HD) *	115
Iron Martyr (5 HD)	102
Erinyes (6 HD)	94
Barbed Devil (8 HD)	86
Chain Devil (8 HD)	89
Bone Devil (9 HD)	88
Calcabrina (9 HD)	88
Bethgor (26 HD)	23
Drazoggoth	
Blagraff (2 HD) *	87
Cruoriton (2 HD)	90
Bearded Devil (4 HD)	86
Marilith (7 HD)	105
Balor (8 HD)	85
Vrock (8 HD)	114
Levox (20 HD)	103
Drazoggoth (28 HD)	29
Ghursag	
Quasit (2 HD) *	110
Gargula (4 HD)	96
Vulprak (4 HD)	114
Hguran (6 HD)	99
Glabrezu (10 HD)	97
Nalfeshnee (11 HD)	107
Magnagore (15 HD)	104
Ghursag (30 HD)	35
Infernus	
Imp (1 HD) *	100
Manes (1 HD)	104
Vraxagon (3 HD)	113
Horned Devil (5 HD)	99
Incubus (6 HD)	101
Pit Fiend (13 HD)	109
Infernus (25 HD)	41
Ooyxblix	
Squib (1 HD) *	112
Echo Slime (3 HD)	94
Lemure (3 HD)	102
Cerebrux (4 HD)	89
Ooze Demon (7 HD)	108
Wrath Jelly (7 HD)	115
Formless One (10 HD)	95
Ooyxblix (21 HD)	47
Phranax	
Soul Larva (1 HD)	111
Mephit (2 HD) *	105
Dretch (4 HD)	92
Fleshwarper (5 HD)	95
Mosquivex (7 HD)	106
Hezrou (9 HD)	98
Gnathorex (11 HD)	97
Mould Demon (12 HD)	106
Phranax (24 HD)	53
Sillith	
Gremlin (1 HD) *	98
Spider Demon (5 HD)	111
Ebony Horror (7 HD)	93
Shadow Demon (7 HD)	110
Araxilith (12 HD)	84
Sillith (20 HD)	59

* Can be summoned as a familiar. See ***Demonic Familiars, p142***.

FRANK SCACALOSSI

MONSTERS BY HIT DICE

Normal animals are not included in this list.
:** Can be summoned as a familiar. See ***p142.
†: Not classified as a demon.

1 HD

Cult Member (***p91***) †
Gremlin (***p98***) *
Imp (***p100***) *
Manes (***p104***)
Soul Larva (***p111***) †
Squib (***p112***) *
Tiefling (***p112***) †
Watcher (***p115***) *

2 HD

Blagraff (***p87***) *
Cruoriton (***p90***)
Cult Warrior (***p91***) †
Mephit (***p105***) *
Quasit (***p110***) *
Tzaroi (***p113***) *

3 HD

Echo Slime (***p94***) †
Lemure (***p102***)
Vraxagon (***p113***)

4 HD

Bearded Devil (***p86***)
Cerebrux (***p89***)
Cryogon (***p90***)
Death Cloud (***p92***) †
Dretch (***p92***)
Gargula (***p96***)
Vulprak (***p114***)

5 HD

Cult Leader (***p91***) †
Fleshwarper (***p95***)
Horned Devil (***p99***)
Iron Martyr (***p102***)
Spider Demon (***p111***)

6 HD

Erinyes (***p94***)
Hguran (***p99***)
Incubus (***p101***)

7 HD

Ebony Horror (***p93***)
Marilith (***p105***)
Mosquivex (***p106***)
Ooze Demon (***p108***)
Shadow Demon (***p110***)
Wrath Jelly (***p115***) †

8 HD

Balor (***p85***)
Barbed Devil (***p86***)
Chain Devil (***p89***)
Frozen Archivist (***p96***)
Vrock (***p114***)

9 HD

Bone Devil (***p88***)
Calcabrina (***p88***)
Hezrou (***p98***)

10 HD

Formless One (***p95***)
Glabrezu (***p97***)

11 HD

Gnathorex (***p97***)
Ice Devil (***p100***)
Nalfeshnee (***p107***)

12 HD

Araxilith (***p84***)
Mould Demon (***p106***)

13 HD

Pit Fiend (***p109***)

15 HD

Magnagore (***p104***)

20 HD

Levox (***p103***)
Sillith (***p58***)

21 HD

Ooyxblix (***p46***)

24 HD

Avaraz (***p16***)
Phranax (***p52***)

25 HD

Infernus (***p40***)

26 HD

Bethgor (***p22***)

28 HD

Drazoggoth (***p28***)

30 HD

Ghursag (***p34***)

DEMONS BY RANK

Lesser Demons (< 6 HD)

1. Bearded Devil (***p86***)
2. Blagraff (***p87***) *
3. Cerebrux (***p89***)
4. Cruoriton (***p90***)
5. Cryogon (***p90***)
6. Dretch (***p92***)
7. Fleshwarper (***p95***)
8. Gargula (***p96***)
9. Gremlin (***p98***) *
10. Horned Devil (***p99***)
11. Imp (***p100***) *
12. Iron Martyr (***p102***)
13. Lemure (***p102***)
14. Manes (***p104***)
15. Mephit (***p105***) *
16. Quasit (***p110***) *
17. Spider Demon (***p111***)
18. Squib (***p112***) *
19. Tzaroi (***p113***) *
20. Vraxagon (***p113***)
21. Vulprak (***p114***)
22. Watcher (***p115***) *

Greater Demons (6 HD+)

1. Araxilith (***p84***)
2. Balor (***p85***)
3. Barbed Devil (***p86***)
4. Bone Devil (***p88***)
5. Calcabrina (***p88***)
6. Chain Devil (***p89***)
7. Ebony Horror (***p93***)
8. Erinyes (***p94***)
9. Formless One (***p95***)
10. Frozen Archivist (***p96***)
11. Glabrezu (***p97***)
12. Gnathorex (***p97***)
13. Hezrou (***p98***)
14. Hguran (***p99***)
15. Ice Devil (***p100***)
16. Incubus (***p101***)
17. Levox (***p103***)
18. Magnagore (***p104***)
19. Marilith (***p105***)
20. Mosquivex (***p106***)
21. Mould Demon (***p106***)
22. Nalfeshnee (***p107***)
23. Ooze Demon (***p108***)
24. Pit Fiend (***p109***)
25. Shadow Demon (***p110***)
26. Vrock (***p114***)

SPELLS INDEX

Animal Hatred (Ghursag) 39
Battle Frenzy (Draz.) 33
Bestial Possession (Ghu.) 39
Blood Axe (Drazoggoth) 33
Burning Blood (Draz.) 33
Cold Embrace (Avaraz) 21
Command (Infernus) 45
Command Oozes (Ooyx.) 51
Compelled Duel (Draz.) 33
Conflagration (Infernus) 45
Creeping Shadow (Sillith) 63
Curse of Lycanth. (Ghurs.) 39
Envenom (Sillith) 63
Freezing Breath (Avaraz) 21
Frozen Heart (Avaraz) 21
Gelatinous Trans. (Ooyx.) 51
Ice Storm (Avaraz) 21
Immolate (Infernus) 45
Infernal Contract (Infern.) 45
Infestation (Phranax) 57
Mark of the Beast (Ghu.) 39
Mark of Torment (Beth.) 27
Masochism (Bethgor) 27
Pain Link (Bethgor) 27
Shackles of Agony (Beth.) 27
Slime Vomit (Ooyxblix) 51
Speak With Oozes (Ooyx.) 51
Spider Climb (Sillith) 63
Spider Silk (Sillith) 63
Spore Cloud (Phranax) 57
Virulent Plague (Phranax) 57
Wither Limbs (Phranax) 57

MAGIC ITEMS INDEX

Arrow +1, Infernal 164
Arrow of Heart-Seeking 164
Battle Axe +2, Midwife 164
Bloodrazor 29
Chain +1, Infernal 164
Chainmail +1, Man-Trap 148
Cloak of Flayed Skin 150
Cloak of Shadows 150
Crown of Domination 150
Crown of Pain 151
Cubic Gate 151
Cursed Armour –1, Bleeding 148
Curse Doll 151
Dagger +1, Berserker 165
Dagger +1, Bloody Eye 165
Dagger +1, Inquisitor 165
Demon Hand 151
Demonic Ichor 154
Demonomicon 160
Demon Talisman 152
Eye of Arcane Sight 152
Fuliginous Candle 152
Gauntlets of Unholy Str. 152
Grimoire of Demonology 160
Hellish Grimoire 161
Hoarfrost Robe 17
Leather Armour +1, Hell-Wolf 148
Leather Armour +2, Shardblast 149
Lyre of Sickness 152
Mace +1, Crushing 165
Mask of the Were-Beast 153
Necklace of Demons 153
Plate Mail +2, Demon Skin (Cursed) 149
Plate Mail +2, Martyr 149
Potion of Beguilement 154
Potion of Crystal Stasis 155
Potion of Gelat. Form 155
Potion of Invisibility to Demons 155
Potion of Rage 155
Potion of Spider's Bite 155
Ring of Contr. Demons 156
Ring of Corrosion 156
Ring of the Hells 156
Ring of Hell-Walking 157
Ring of Shape-Stealing 157
Ring of Soul Trapping 157
Ring of Venom 157
Rod of the Biting Blade 158
Rod of Chains 158
Scroll of Protection from Demons 161
Scroll of Torment 161
Shield +1, Chaos 149
Shield +2, Hungering 149
Spear +1, Demon Barb 165
Staff of Demonic Power 158
Staff of Hellfire 158
Staff of Rot 159
Sword +1, Brimstone 162
Sword +1, Cinereal 162
Sword +1, Emboldening 162
Sword +1, Festering 162
Sword +1, Gnashing 163
Sword +2, Soul Taker (Cursed) 163
Sword +2, Torturer 163
Sword +3, Unholy Reaver 163
The Amulet of Phranax 53
The Dread Bow of Sillith 59
The Sceptre of Infernus 41
The Shackles of Bethgor 23
Torc of Demonic Speech 153
Two-Handed Sword +2, Imp-Blade 163
Veil of Dissolution 153
Wand of Fleshwarping 159
Wand of Slime 159
Wand of Torment 159
Whip +1, Serpentine 165
Worldbreaker 29

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Demonic Grimoire

Drag your campaign into hell with this massive supplement on demons, cults, and dark magic.

- ► 8 demon lords, detailed with epic-level stat blocks, planes of hell, diabolical schemes, unholy spells, and mortal cults.
- ► 60+ hellish monsters to challenge parties of all levels, from lowly tormented souls to the mighty lords of hell.
- ► 70+ new magic items infused with demonic power.
- ► Rules for demonology, magic circles, summoning rituals, infernal pacts, and fiendish familiars.
- ► New character options: chaos knight, cultist, demon hunter, tiefling.
- ► Advice for running demon-themed games, including campaign frameworks and adventure seeds.

Requires the *Old-School Essentials* core books.

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NECROTIC GNOME

EXALTED FUNERAL

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KENNON JAMES

Avaraz, the Ice Queen

Aims: Halt history, collect memories.

Plane: Zonth, the Ice Hell.

Servitors: Tzaroi (***p113***), cryogon (***p90***), death cloud (***p92***), frozen archivist (***p96***), ice devil (***p100***).

Bethgor, Father of Chains

Aims: Spread torture and control.

Plane: Carcerus, the Iron Labyrinth.

Servitors: Watcher (***p115***), iron martyr (***p102***), erinyes (***p94***), barbed devil (***p86***), chain devil (***p89***), bone devil (***p88***), calcabrina (***p88***).

Drazoggoth, Prince of Slaughter

Aims: Destroy all life and Law.

Plane: Xarxus, the Eternal Battlefield.

Servitors: Blagraff (***p87***), cruoriton (***p90***), bearded devil (***p86***), marilith (***p105***), balor (***p85***), vrock (***p114***), levox (***p103***).

Ghursag, Lord of Beasts

Aims: Destroy civilisation, meld humanoid and beast.

Plane: Gargathuul, the Savage Lands.

Servitors: Quasit (***p110***), gargula (***p96***), vulprak (***p114***), hguran (***p99***), glabrezu (***p97***), nalfeshnee (***p107***), magnagore (***p104***).

Infernus, Lord of Hellfire

Aims: Absolute control of all reality.

Plane: Nethria, the Burning Hell.

Servitors: Imp (***p100***), manes (***p104***), vraxagon (***p113***), horned devil (***p99***), incubus (***p101***), pit fiend (***p109***).

Ooyxblix, the Faceless One

Aims: Dissolve the universe into nothingness.

Plane: Oblivex, the Noxious Realm.

Servitors: Squib (***p112***), echo slime (***p94***), lemure (***p102***), cerebrux (***p89***), ooze demon (***p108***), wrath jelly (***p115***), formless one (***p95***).

Phranax, the Plaguemother

Aims: Devour the material world in plagues and rot.

Plane: Malfflesia, the Infested Swamp.

Servitors: Soul larva (***p111***), mephit (***p105***), dretch (***p92***), fleshwarper (***p95***), mosquivex (***p106***), hezrou (***p98***), gnathorex (***p97***), mould demon (***p106***).

Sillith, the Spider Queen

Aims: Secretly usurp the rule of Law.

Plane: Ulobor, the Skittering Abyss.

Servitors: Gremlin (***p98***), spider demon (***p111***), ebony horror (***p93***), shadow demon (***p110***), araxilith (***p84***).

Expanded Table For Turning / Commanding Evil

Cleric/ Cultist Level	Paladin/ Chaos K Level	Hit Dice of Monster Type																
		1	2	2*	3	4	5	6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-30	31-33	34+
1	**3**	7	9	11	–	–	–	–	–	–	–	–	–	–	–	–	–	–
2	**4**	T	7	9	11	–	–	–	–	–	–	–	–	–	–	–	–	–
3	**5**	T	T	7	9	11	–	–	–	–	–	–	–	–	–	–	–	–
4	**6**	D	T	T	7	9	11	–	–	–	–	–	–	–	–	–	–	–
5	**7**	D	D	T	T	7	9	11	–	–	–	–	–	–	–	–	–	–
6	**8**	D	D	D	T	T	7	9	11	–	–	–	–	–	–	–	–	–
7	**9**	D	D	D	D	T	T	7	9	11	–	–	–	–	–	–	–	–
8	**10**	D	D	D	D	D	T	T	7	10	11	–	–	–	–	–	–	–
9	**11**	D	D	D	D	D	D	T	T	9	10	11	–	–	–	–	–	–
10	**12**	D	D	D	D	D	D	D	T	8	9	10	11	–	–	–	–	–
11	**13**	D	D	D	D	D	D	D	D	7	8	9	10	11	–	–	–	–
12	**14+**	D	D	D	D	D	D	D	D	T	7	8	9	10	11	–	–	–
13	–	D	D	D	D	D	D	D	D	T	T	7	8	9	10	11	–	–
14+	–	D	D	D	D	D	D	D	D	T	T	T	7	8	9	10	11	–

Number: If the 2d6 roll is higher or equal, the attempt succeeds. Effects as per T, below.

T: Turning: 2d6 HD of monsters flee from the area if possible and will not harm the character. Commanding: 2d6 HD of monsters obey the character for 1 round per level.

D: Turning: 2d6 HD of monsters are destroyed—instantly and permanently annihilated. Commanding: 2d6 HD of monsters obey the character for 1 turn per level.

Turning / Commanding Evil

Demons: Treated as 4 HD higher than actual HD, *except* when attempting to command a demon that serves the same demon lord as the commander.

Commanding: Affects mindless / intelligent creatures as follows:

- **Mindless:** Obey basic commands without question. Unlimited attempts.
- **Intelligent:** One commanding attempt per day per character. Regard the character as their master; will come to their defence. The character may give commands, which monsters will obey if understood. Monsters never obey suicidal or obviously harmful commands.

Unholy Retribution (Optional Rule)

When attempting to turn / command a monster of HD greater than the character's level:

Failed attempts: Character stunned for 1 round (⅓ move, −2 AC, unable to act).

Natural 2: Character stunned for 1 round (⅓ move, −2 AC, unable to act), holy symbol is destroyed (shattered, consumed in flame, dissolved into ooze, etc.), unable to make further turning or commanding attempts for 24 hours.

Demon Traits by Rank

Trait	Lesser (< 6 HD)	Greater (6 HD+)	Demon Lord
Weapon immunity	None	Silver / magic only	+3 magic only
Poison	Immune	Immune	Immune
Cold, electricity, fire	½ damage	½ damage	½ damage
Spoken languages	Demonic, Chaotic, 20% Common	Demonic, Chaotic, Common	All
Telepathy	No	Yes	Yes
Infravision	90′	90′	90′
Detect magic	No	120′	120′
Detect invisible	No	120′	120′
Magic powers	Summon aid (optional)	Darkness, dispel magic, possession, summon aid (optional), telekinesis	Darkness, dispel magic, grant wish, possession, summon aid (optional), telekinesis, teleportation, unholy word
Slaying: outside home plane	Permanently dead	Return to plane, trapped 101 years	Return to plane, trapped 10 years
Slaying: in home plane	Permanently dead	Permanently dead	Re-manifest after 24 hours, unless special conditions met

Magic Powers

May use one power each round. Cannot be disrupted.

Darkness: 10′ radius area, within 120′. Lasts 1 turn.

Dispel magic: Ends spell effects in a 20′ cube. Effects created by casters of higher level than the demon's HD have a 5% chance per level difference of not being dispelled.

Possession: A victim within 120′ must **save versus spells** or become possessed (***p82***). While possessing, the demon:

- Gains full control of the victim (but cannot make them cast spells).
- Can use its own magical powers.
- Knows victim's thoughts, memories.
- Is expelled by *dispel evil*, turning, *exorcism*, or victim's death.

Summon aid (optional): See opposite.

Telekinesis: Range 120′. Move up to 6,000 coins of weight up to 20′ per round. Creatures may **save versus spells**.

Teleportation: To any known location in the same plane or the demon lord's plane of origin. (Unlike the magic-user *teleport* spell, there is no risk of error.)

Unholy word (once a day): Affects all non-Chaotic creatures within 30′. Summoned creatures are banished. Others are affected based on their Hit Dice, as follows. Less than 4 HD: killed; less than 8 HD: paralysed for 1d4 turns; less than 12 HD: paralysed for 2d4 rounds; 12 HD or more: deafened for 1d4 rounds (spells 50% likely to fail).

Grant wish: May grant another's wish. (See ***Wishes*** under ***Magic Items*** in ***Old-School Essentials***.)

Magic Resistance

Affected types of magic: Magic resistance applies to:

- **Targeted effects:** e.g. *charm monster*, *disintegrate*.
- **Area effects:** e.g. *fire ball*, *death spell*.
- **Ongoing effects:** e.g. *hold portal*, *protection from evil*, *wizard lock*. Temporary effects are dispelled; permanent effects are suspended in the demon's presence.

Magic items: Unaffected by magic resistance, though created effects are affected.

Demonology: Magic circles are unaffected; magical effects created using a demon's sigil are unaffected.

Lowering: Demons can voluntarily drop magic resistance.

Failed magic resistance: The demon still rolls normally applicable saving throws.

Summoning Aid (Optional Rule)

Lesser demons: 25% chance of summoning another demon of the same type.

Greater demons: 50% chance of summoning either (summoner's choice) another demon of the same type or 1d3 lesser demons associated with their demon lord (see table).

Demon lords: 100% chance of success. The demons summoned are listed in the demon lord's stat block.

Optional limitations: Once per turn. Summoned demons cannot summon aid. The summoning demon owes a debt.

Summoned Lesser Demons by Demon Lord

Demon Lord	Lesser Demons
Avaraz	Cryogon (***p90***)
Bethgor	Iron martyr (***p102***)
Drazoggoth	Cruoriton (***p90***, 4-in-6) or bearded devil (***p86***)
Ghursag	Vulprak (***p114***)
Infernus	Vraxagon (***p113***, 4-in-6) or horned devil (***p99***)
Ooyxblix	Lemure (***p102***, 4-in-6) or cerebrux (***p89***)
Phranax	Dretch (***p92***, 4-in-6) or fleshwarper (***p95***)
Sillith	Spider demon (***p111***)

Familiars

Benefits

Save bonus: +2 bonus to saves against magic while within 20′ of the familiar.

Increased hit points: +1d4 hit points.

Telepathy: Up to a mile distant. The familiar can also opt to share its senses.

Spell mentor (arcane casters): When the caster gains an experience level, the familiar can act as a mentor. This process takes 1 week.

Communion: When able to cast 4th level spells, commune with demon lord once per week. Single "yes" / "no" question.

Costs and Drawbacks

Infernal payments: Weekly payment or service: e.g. 100gp or a magic item, the corruption of a Lawful person, or the sacrifice of a sentient being.

Familiar's death: The caster permanently loses 1 experience level. If reduced below 1st level, they die.

Caster's death: The familiar whisks the caster's soul away to the domain of its demonic master. The caster can only be raised from the dead with the permission of the demon lord. This typically requires the caster's allies to complete a special quest or sacrifice material goods of value equal to half the caster's XP total.